



# "Daddy-Daughter Card Wars"

1034-238

Final Board

Date 10/16/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 10/16/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Adam Muto &  
Steve Wolfhard

Animation Studio  
SAEROM

NOV 04 2015

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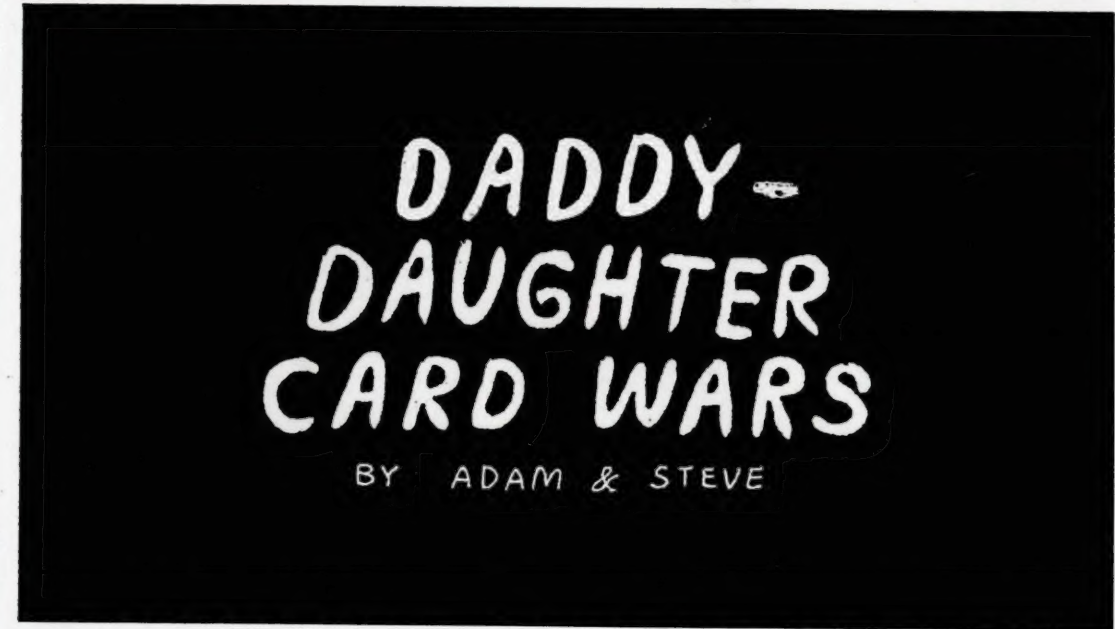


# ADVENTURE TIME

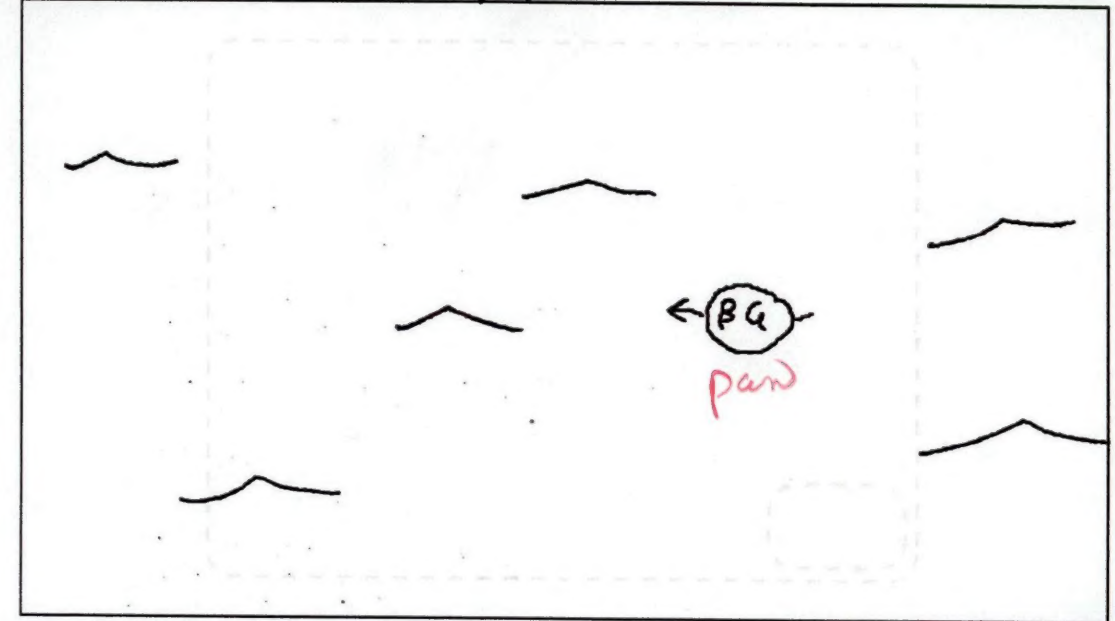


Page 9

Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night



Dialog:
Action:
Timing:

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1034/238  
Production :

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# ADVENTURE TIME

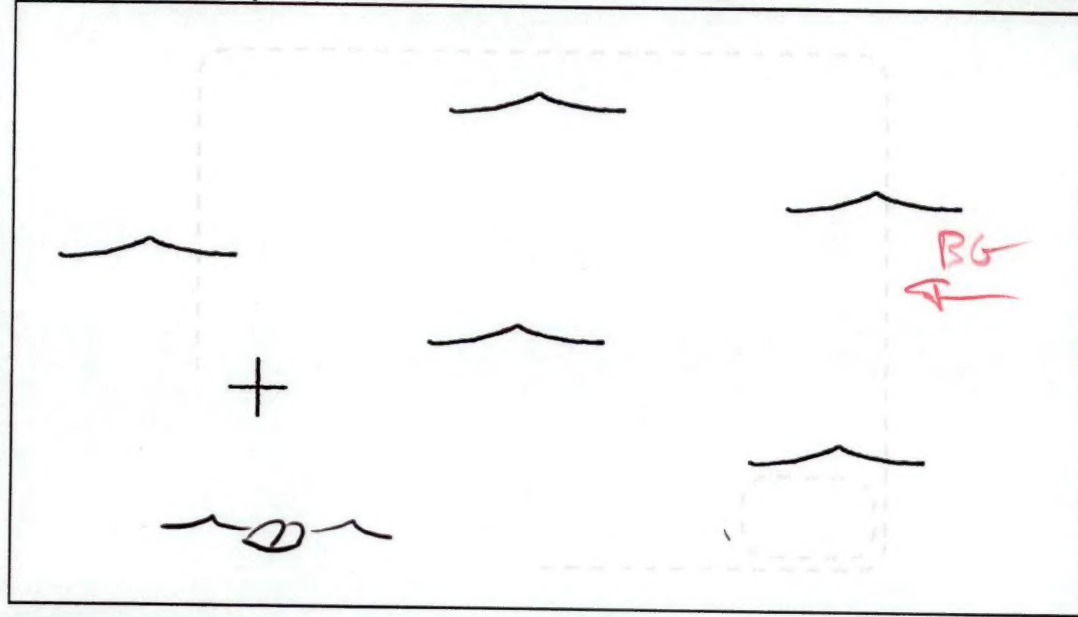


Sc. 1 *CONT*

Pnl. B

Bg.

day night



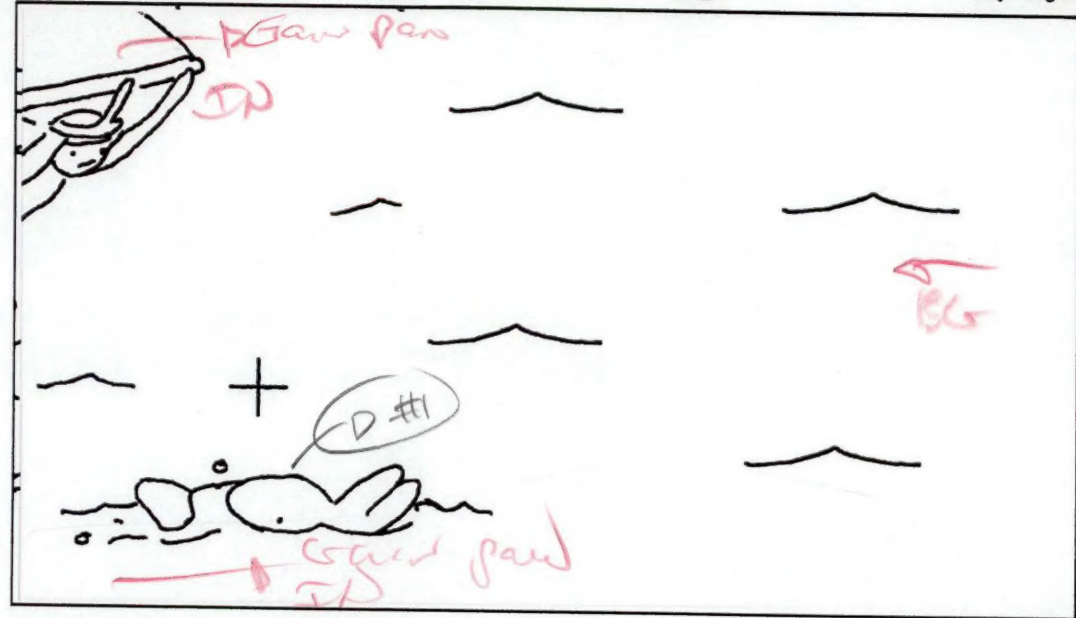
Sc. 1 *cont*

*boat*

Pnl. C

Bg.

day night



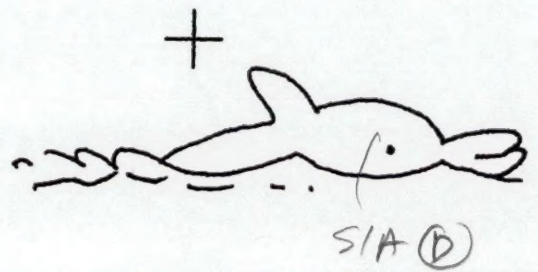
Dialog:

Action:

- SHIP GAINS ON/5

Timing:

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Production :

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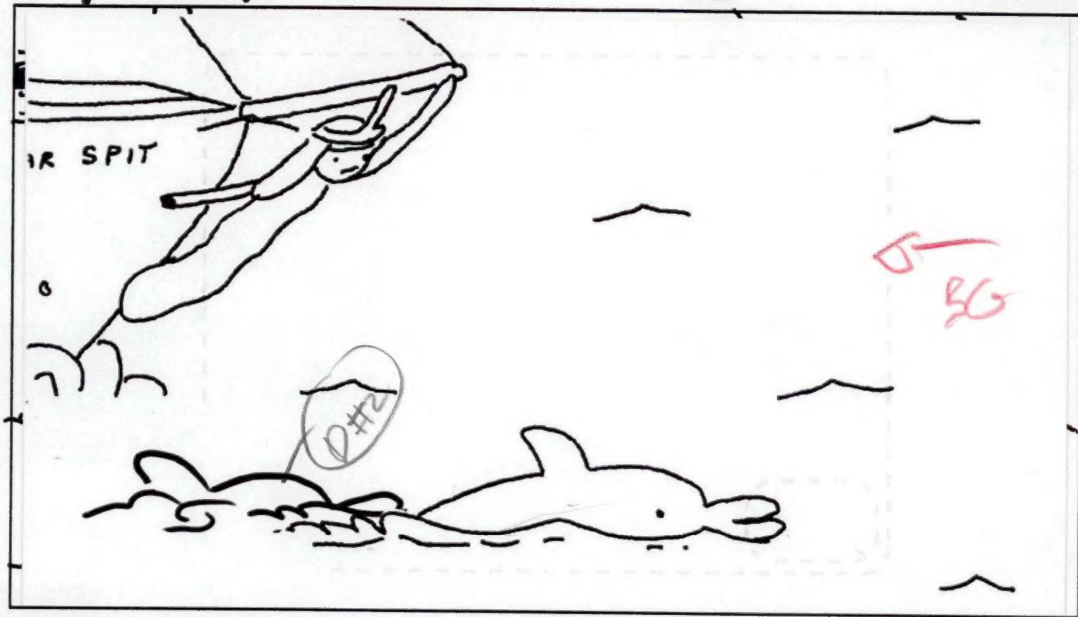


Sc. 1 cont

Pnl. D

Bg.

day night



Sc. 1 CONT

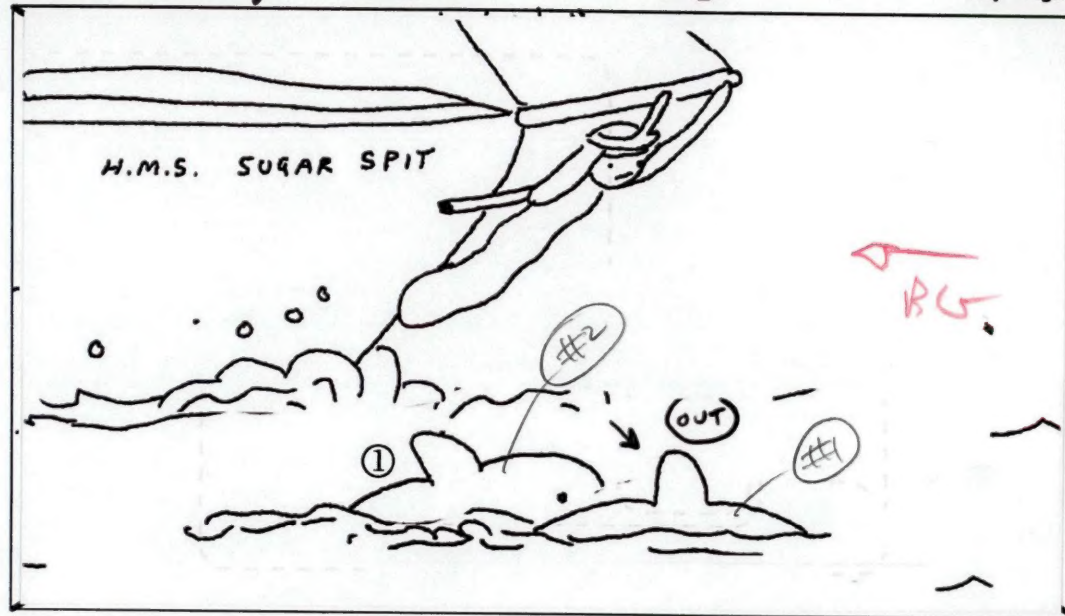
Pnl. E

Bg.

Page

day night

3  
3A NEXT



Dialog:

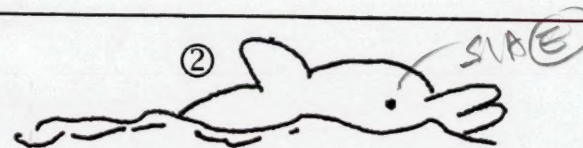
Action:

DESIGN NOTE:

BASED ON A "SHARK" SAIL BOAT.

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Timing:



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NO SC 2

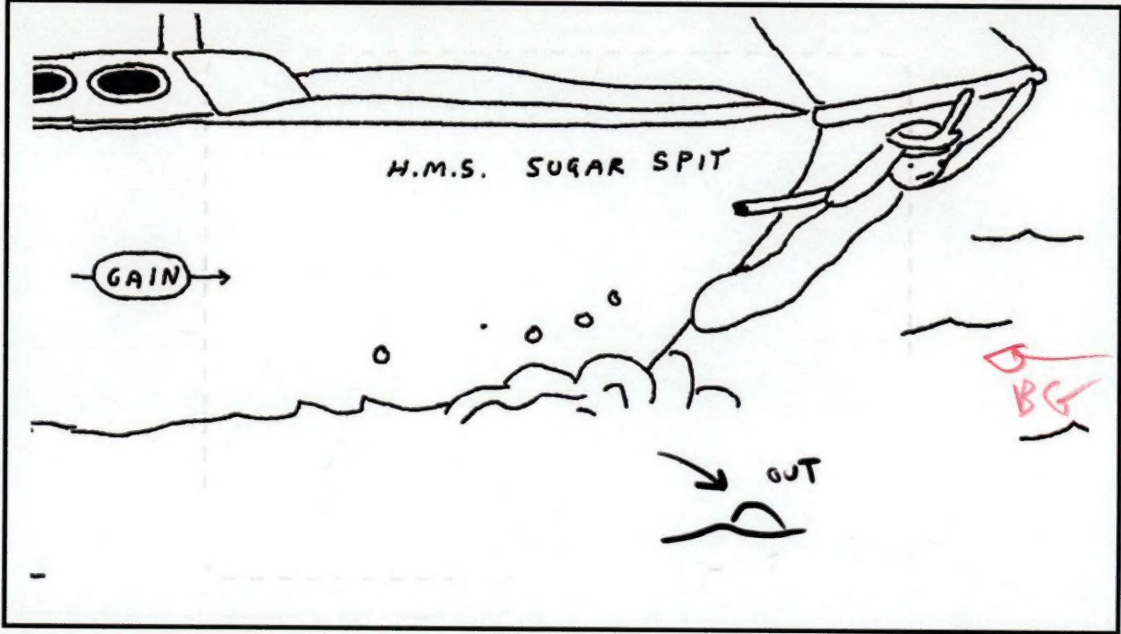
Page 3A  
4 NEXT  
day night

Sc. 1 CONT

Pnl. FLY

Bg.

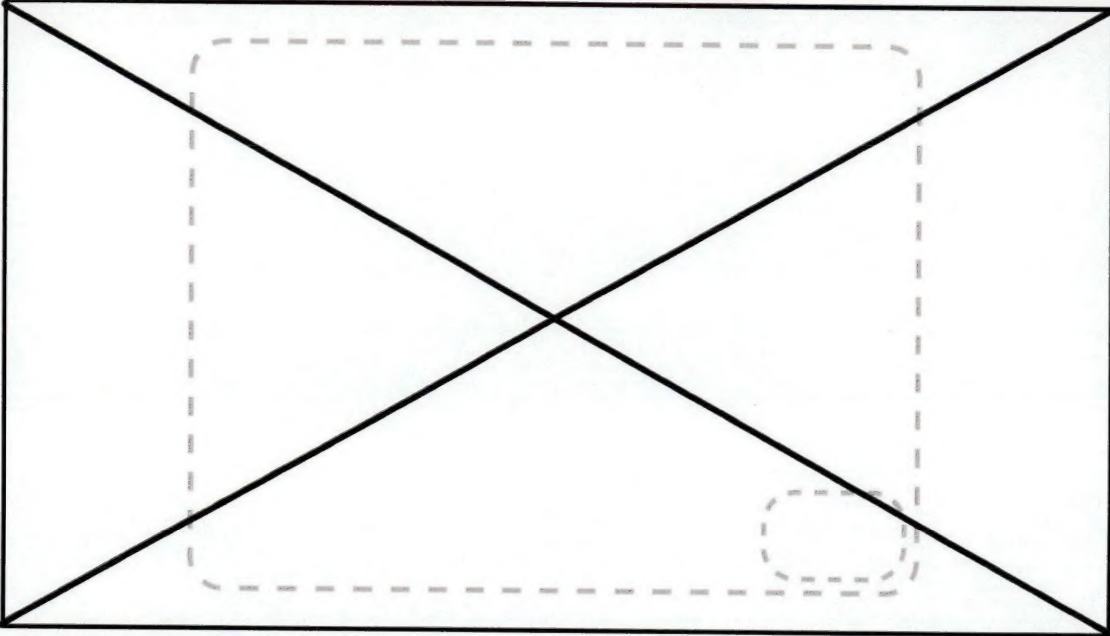
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

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Timing:

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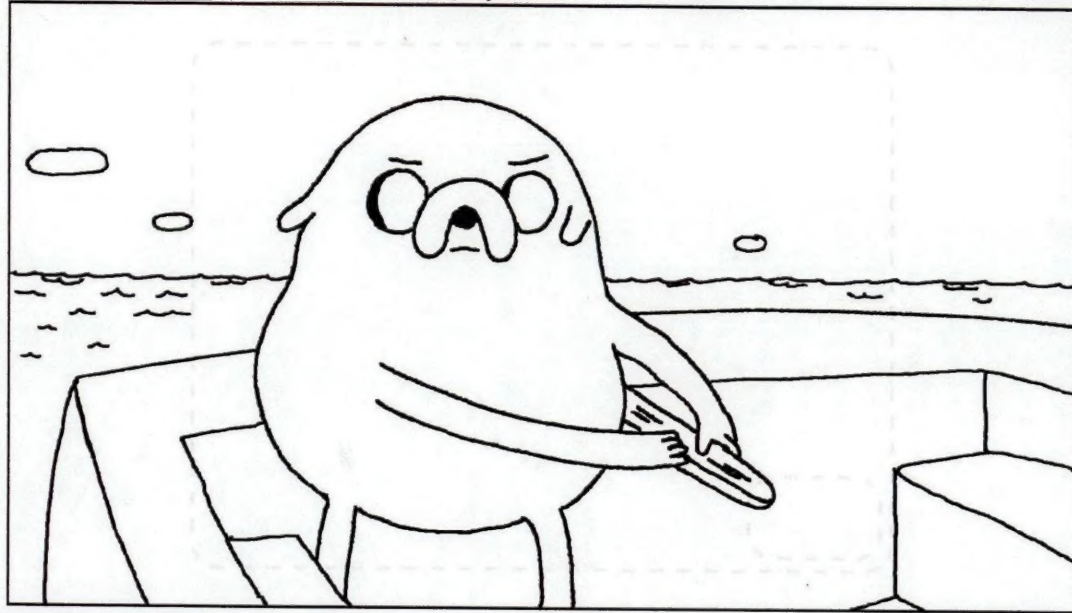
Page **4**

Sc. **3**

Pnl. **A**

Bg.

day night

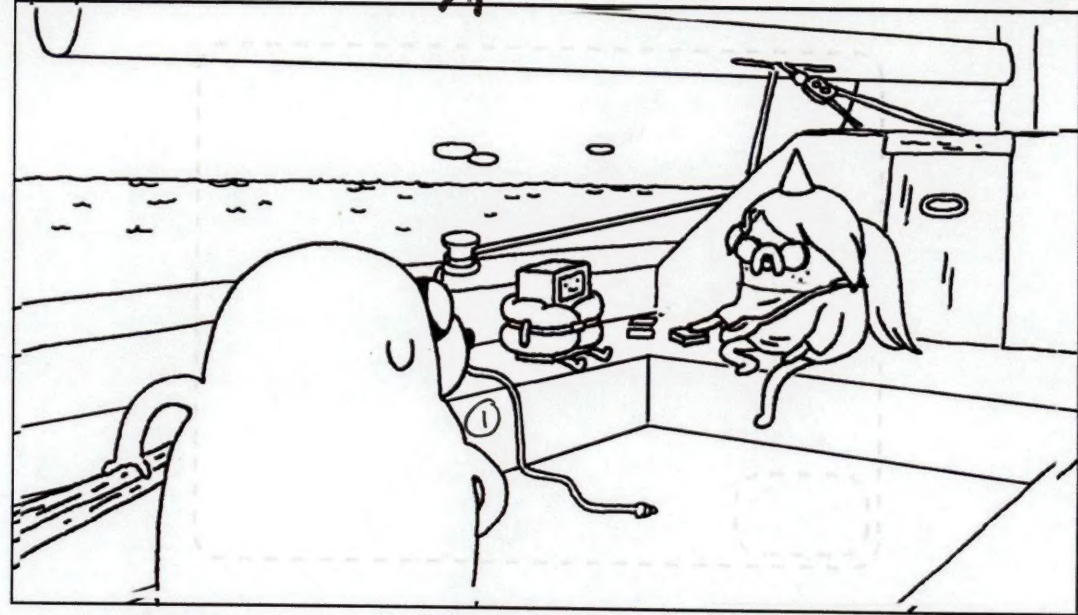


Sc. **4**

Pnl. **A**

Bg.

day night



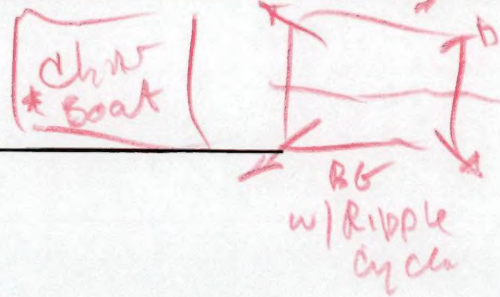
Dialog:

© HMM,  
(O.S.)

Bi-PAC

Truck out

Action:



Timing:

©

LET'S SEE WHAT  
ELSE THE CARDS SAY

Bi-PAC

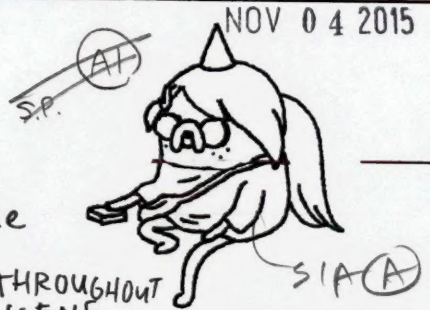
Chair Boat

touch to  
Boat  
Boat  
Boat



-J. ear  
flap cycle

① + ② THROUGHOUT  
SCENE



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SIA (A)

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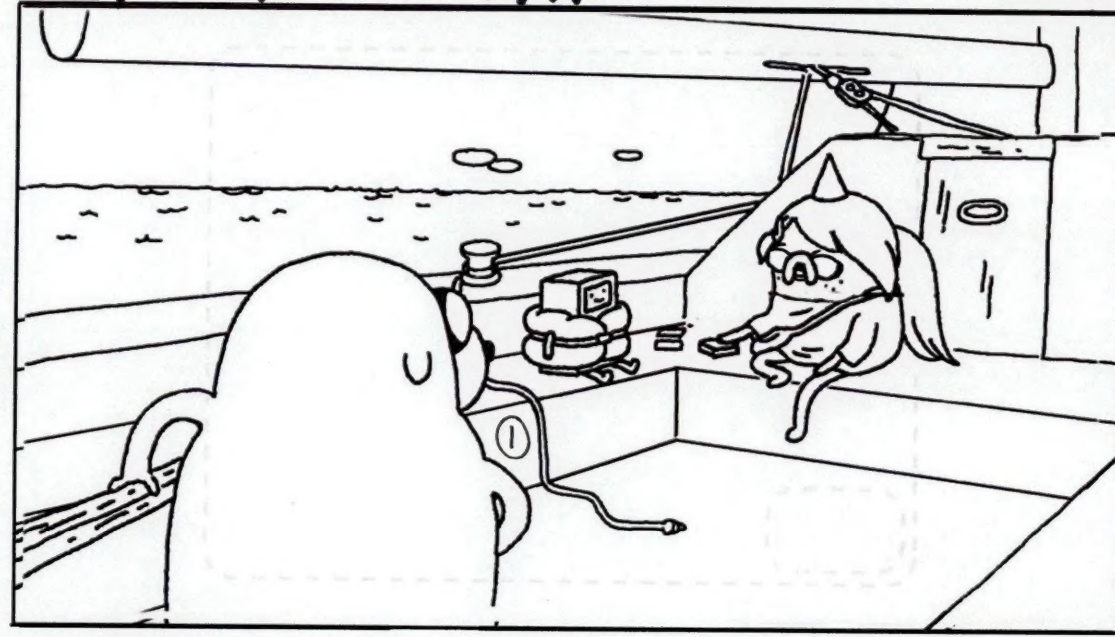
# ADVENTURE TIME



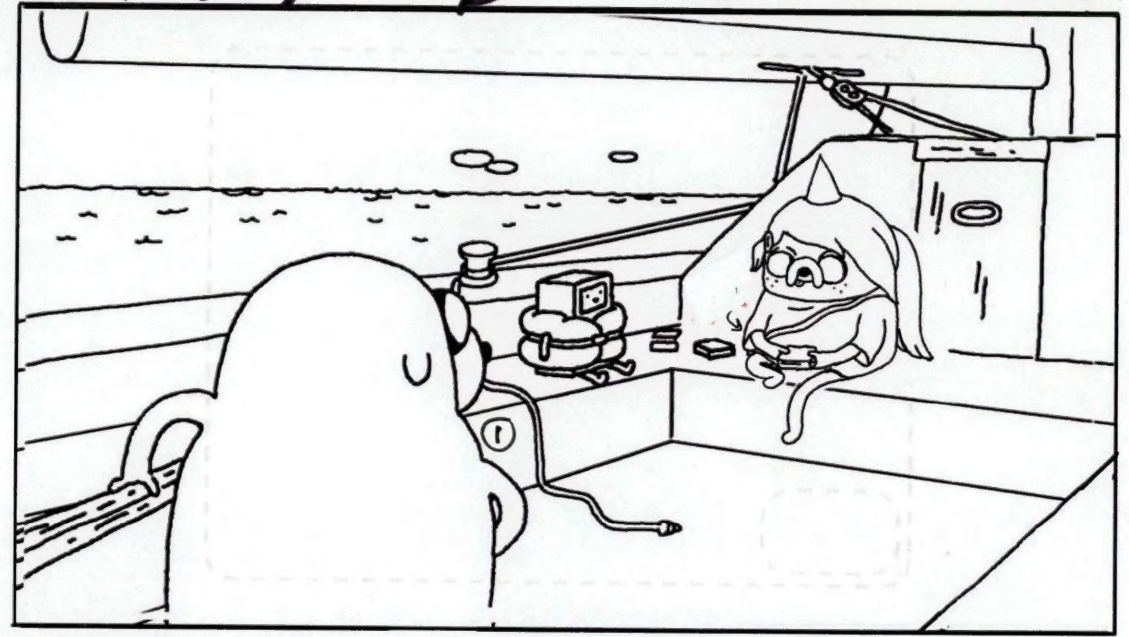
NO SC 5

Page 05

Sc. 4 CONT Pnl. A1 Bg. day night



Sc. 4 CONT Pnl. B Bg. day night



Dialog:		
Action:		
Timing:	<p>- J's ear continues flapping cycle ①+②</p>	

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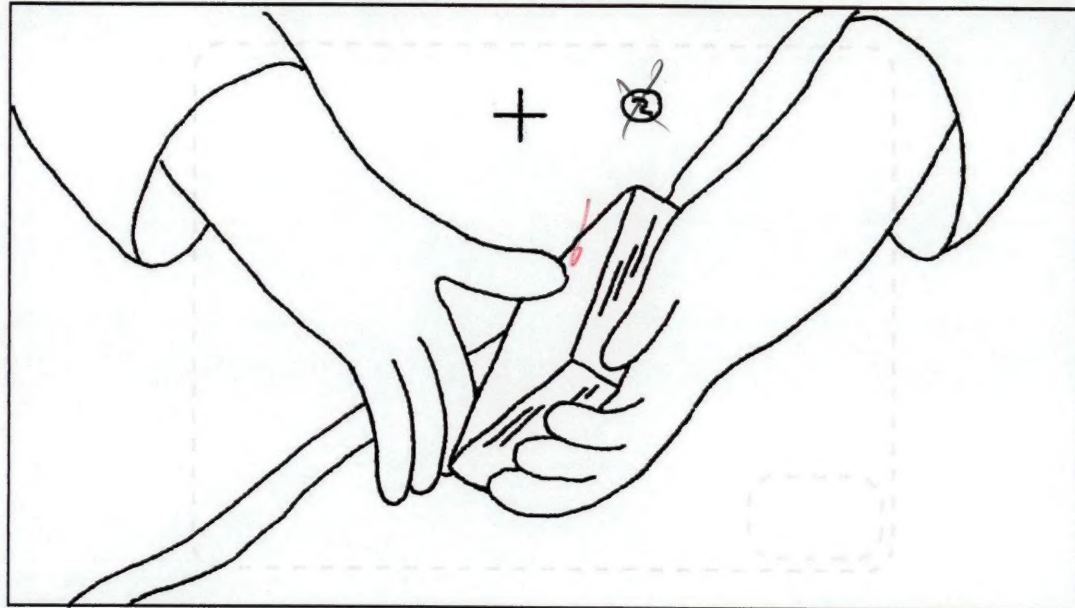
Page 06

Sc. 6

Pnl. A

Bg.

day night



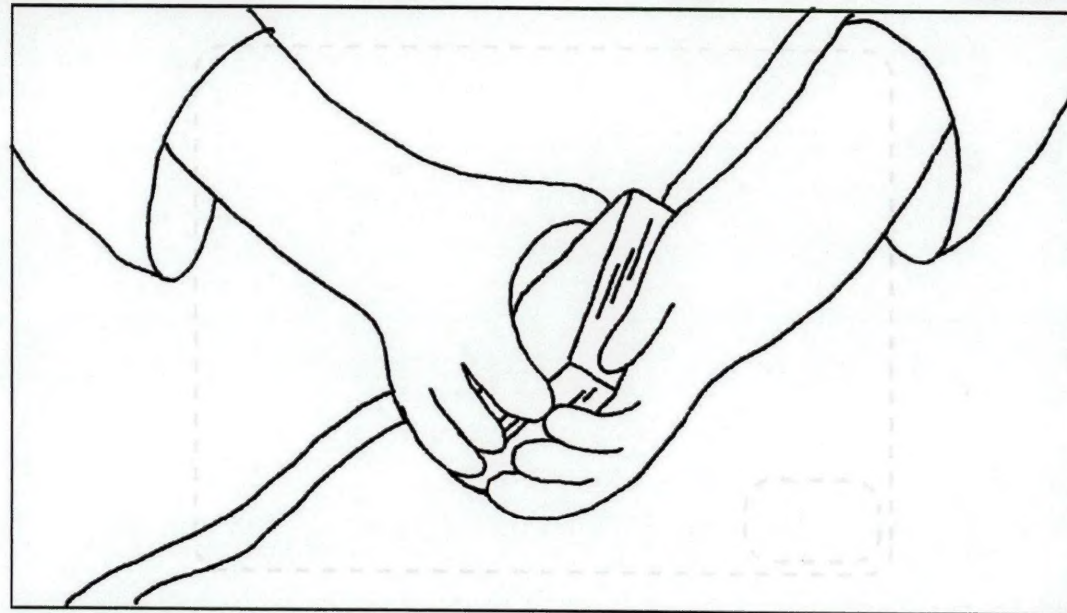
Sc. 6

CONT

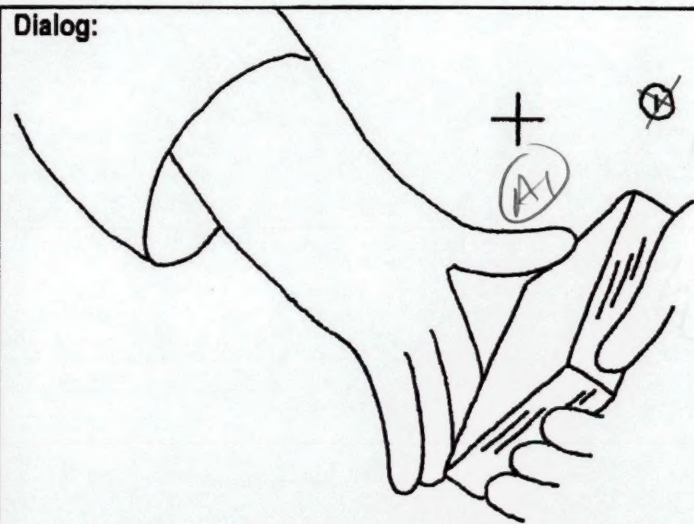
Pnl. B

Bg.

day night



Dialog:



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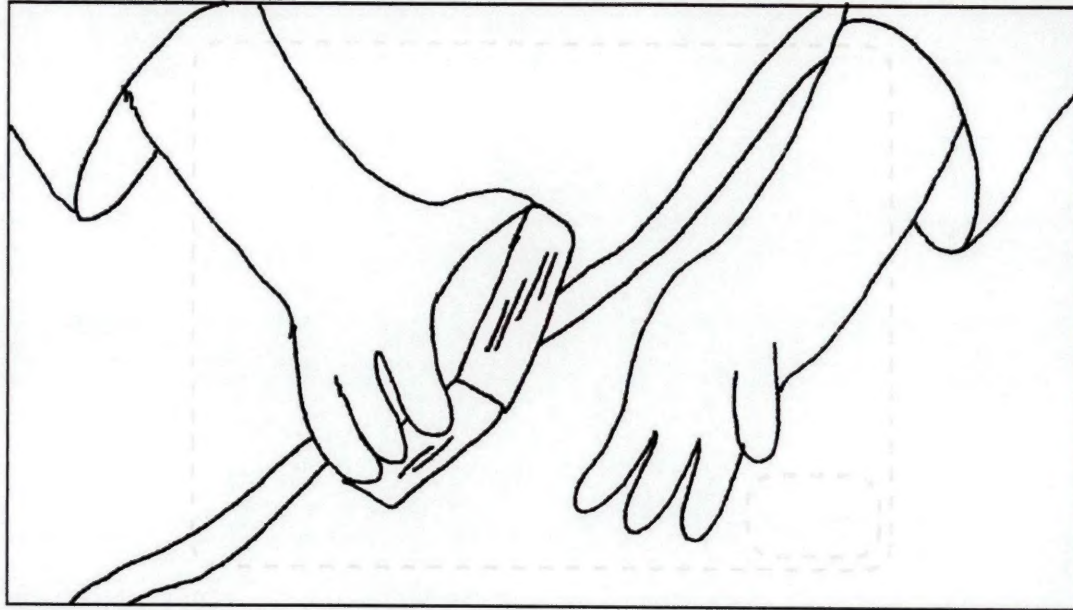


Sc. 6 *CONT*

Pnl. c

Bg.

day night

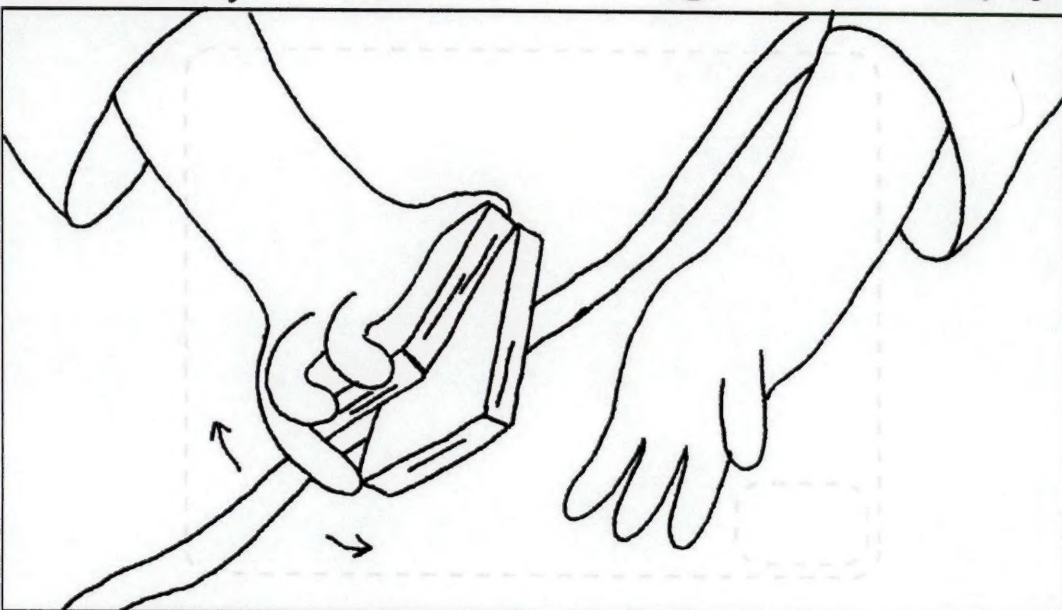


Sc. 6 *CONT*

Pnl. d

Bg.

day night



Dialog:
Action:
Timing:

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Production :



# ADVENTURE TIME



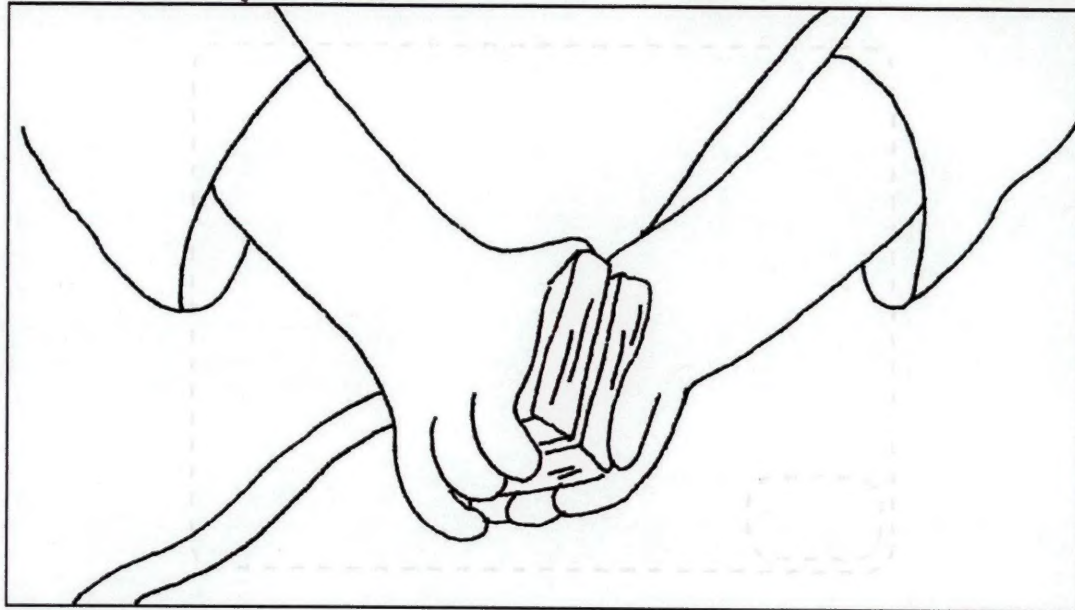
Page 08

Sc. 6 *CONT*

Pnl. E

Bg.

day night

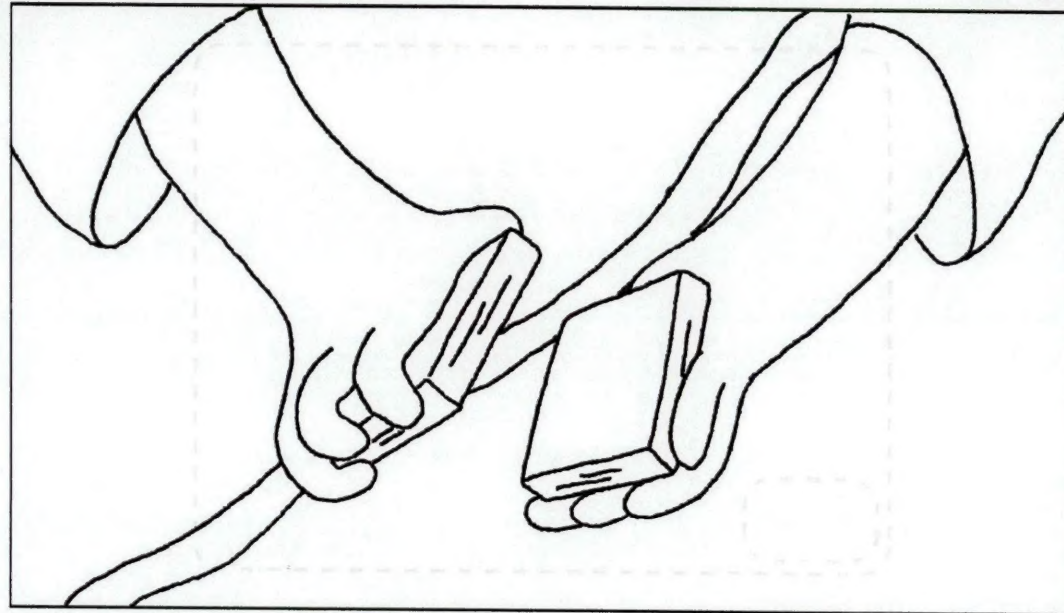


Sc. 6 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

NOV 04 2015

Timing:

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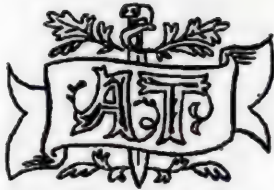
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Production :

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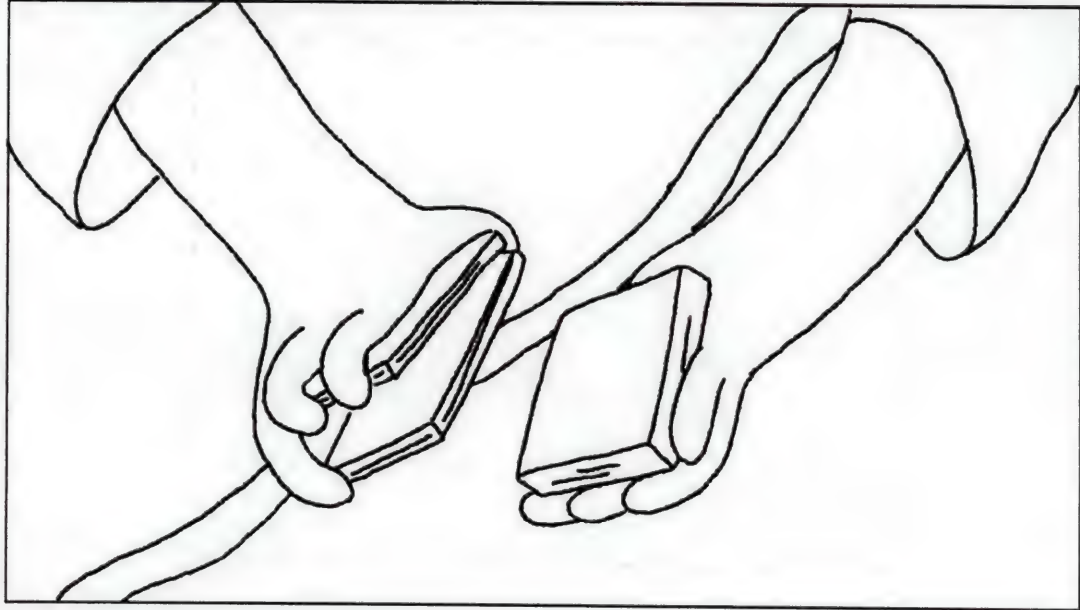


Sc. 6 *CONT*

Pnl. G

Bg.

day night

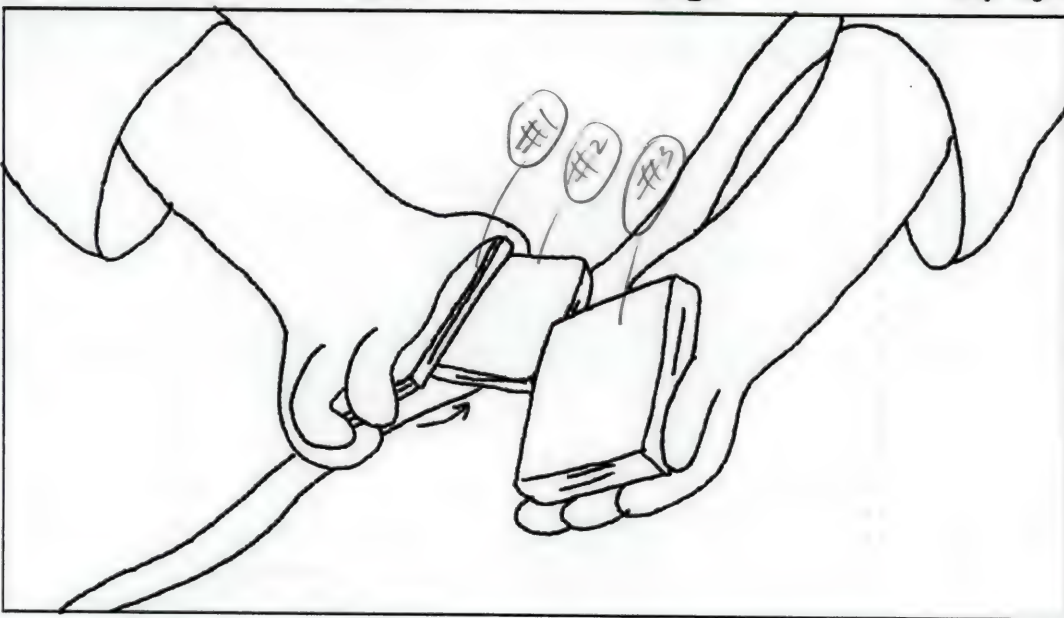


Sc. 6 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

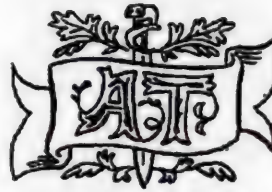
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Production :



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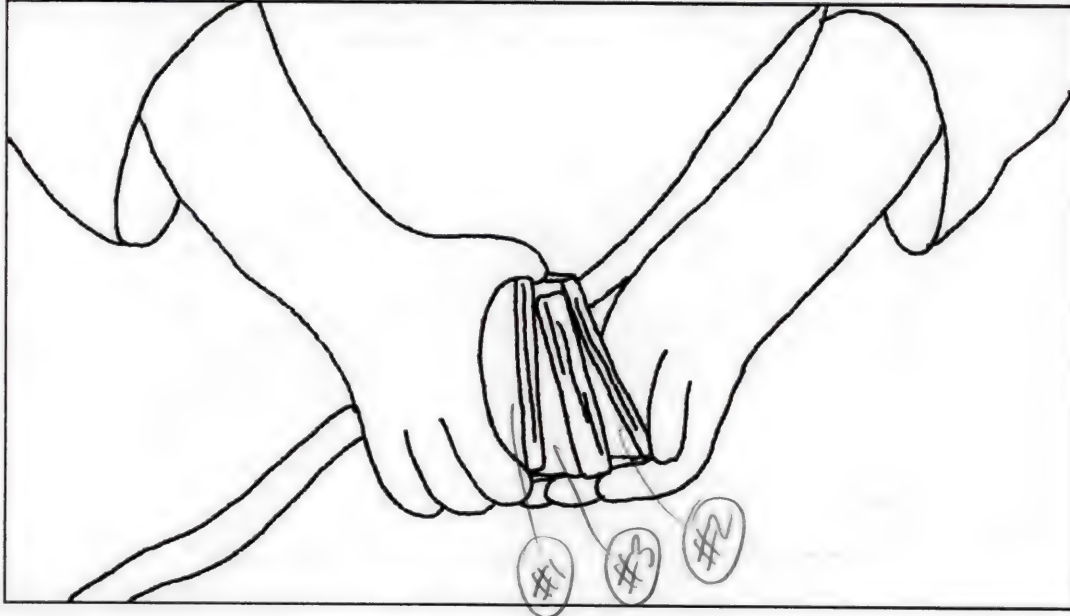
Page 10

Sc. 6 *cont*

Pnl. I

Bg.

day night

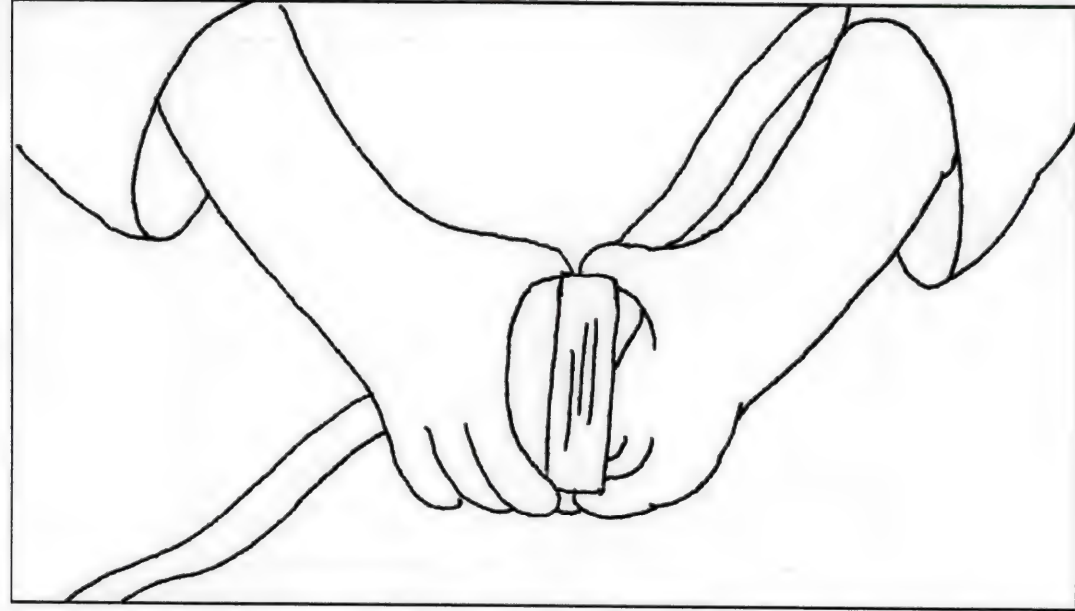


Sc. 6 *cont*

Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

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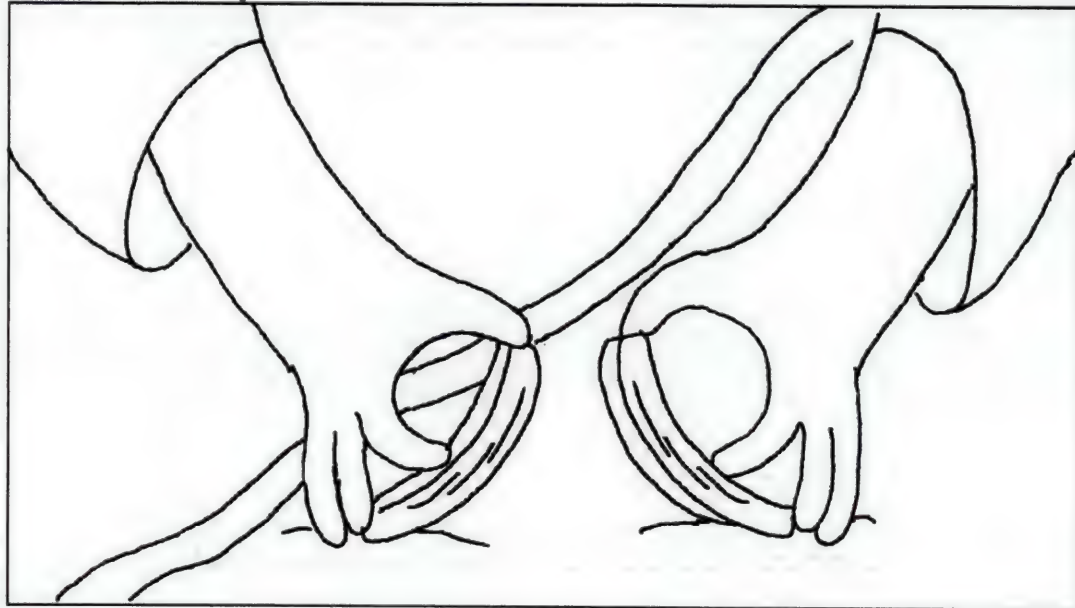
Page 11

Sc. 6 *CONT*

Pnl. K

Bg.

day night

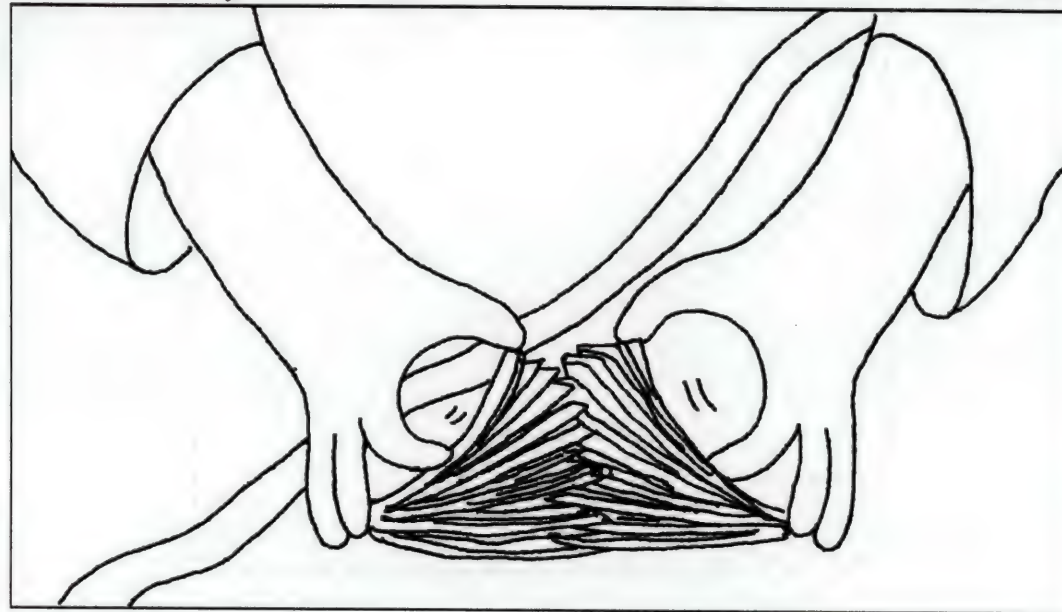


Sc. 6 *CONT*

Pnl. L

Bg.

day night



Dialog:

*(SFX)* THIP THIP THIP THIP

Action:

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Timing:

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EPISODE #

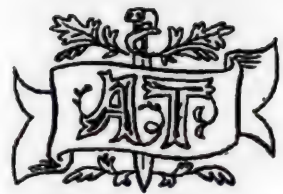
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Production :

1034/238



ADVENTURE TIME

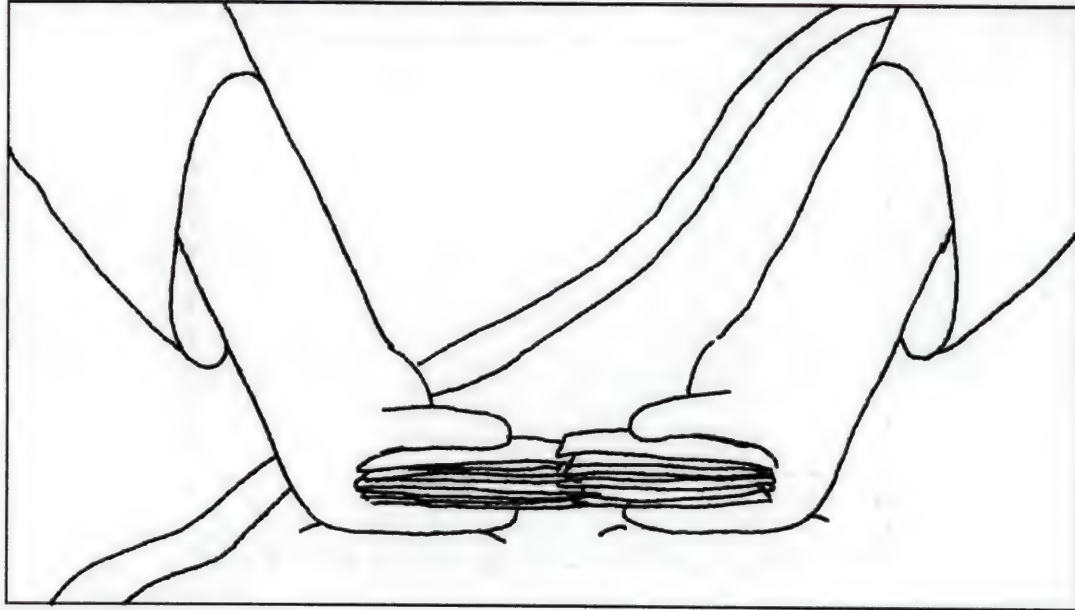


Sc. 6 *CONT*

Pnl. M

Bg.

day night

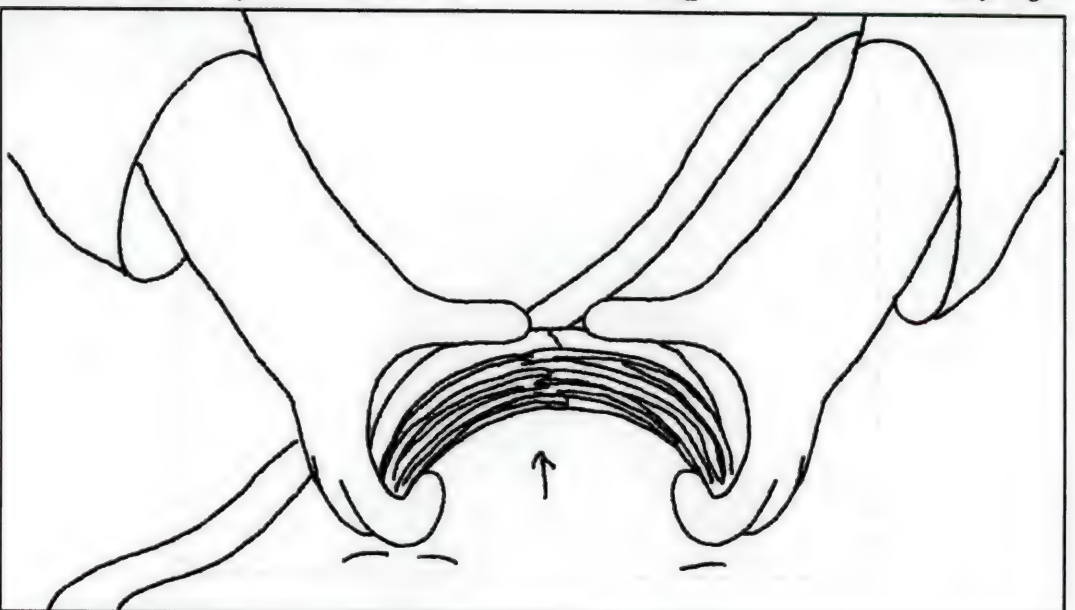


Sc. 6 *CONT*

Pnl. N

Bg.

day night



Dialog:
Action:
Timing:

NOV 04 2015

Production :

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ADVENTURE TIME



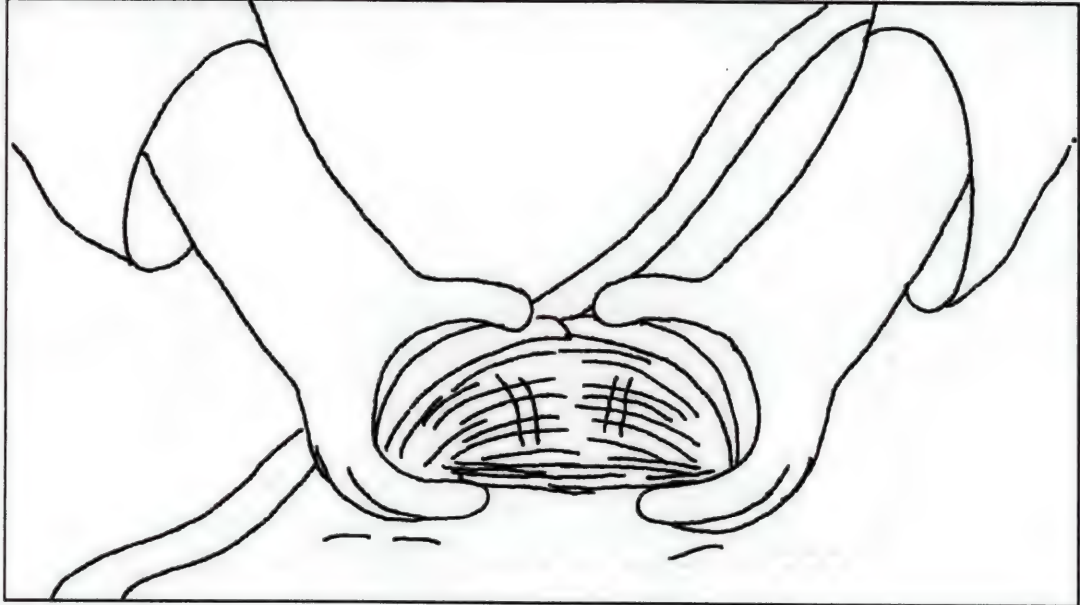
Page 13  
NO Pgs 14-16  
day night

Sc. 6 *cont*

Pnl. O

Bg.

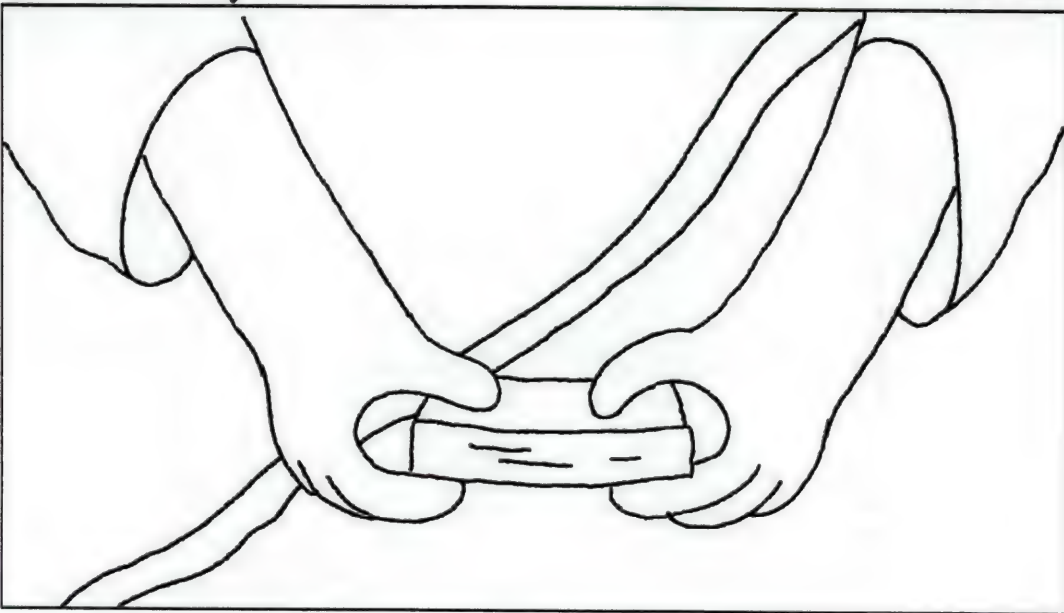
day night



Sc. 6 *cont*

Pnl. P

Bg.



Dialog:

*(SFX)* THIP THIP THIP THIP

Action:

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Timing:

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EPISODE #  
Production :

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1034/238

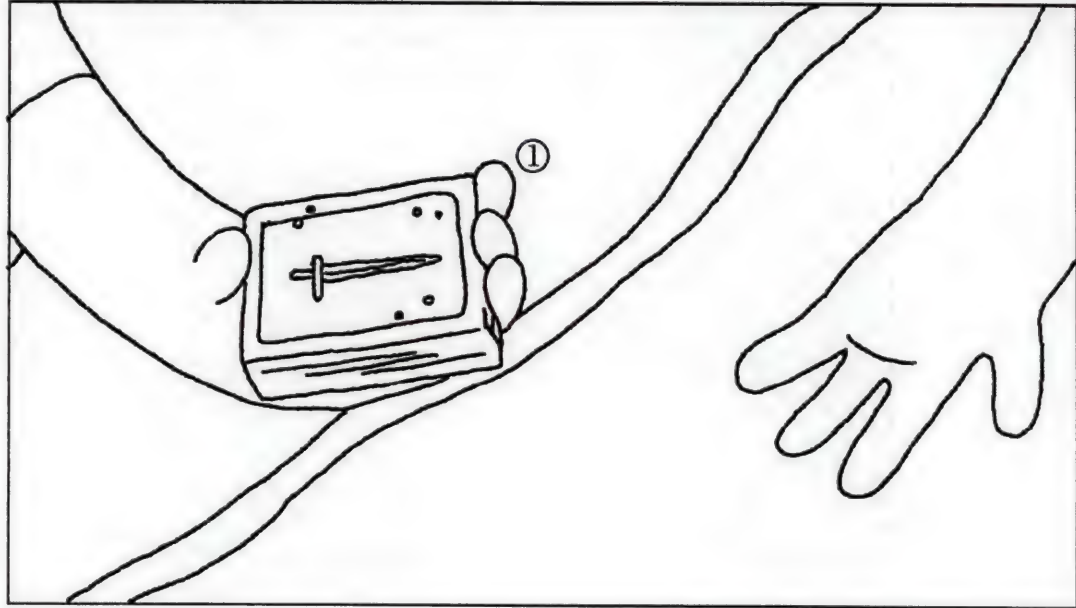
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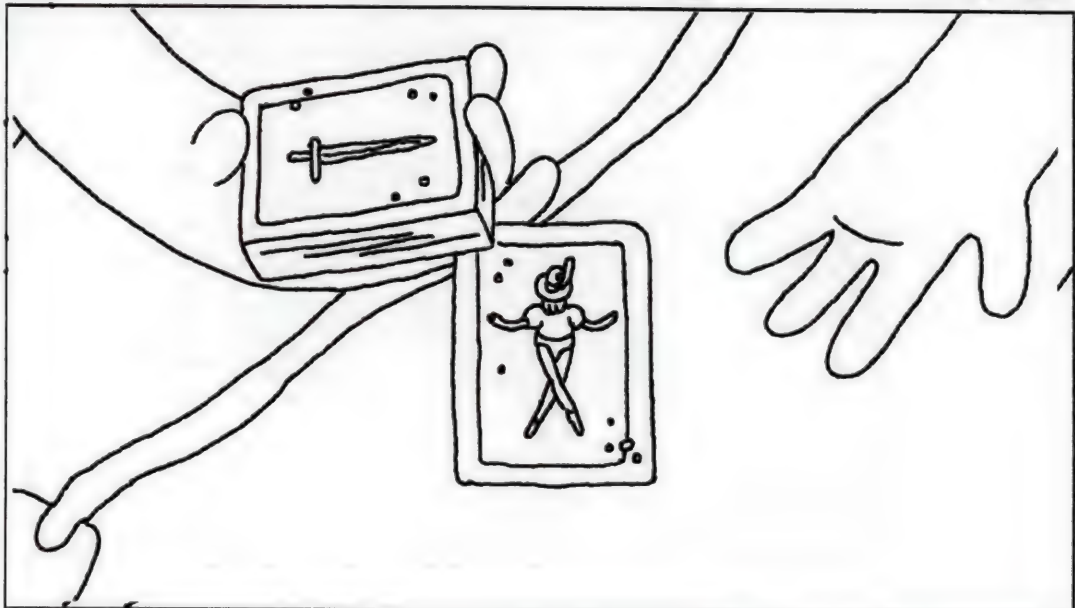
ADVENTURE TIME



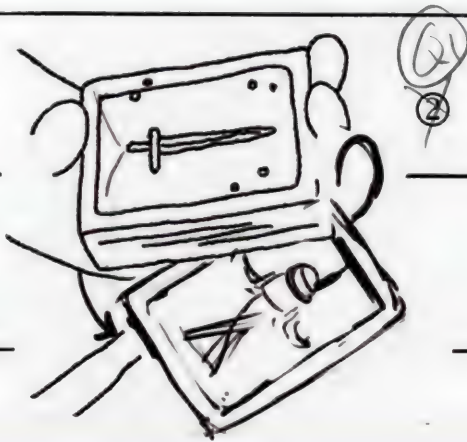
Sc. 6 *CONT* Pnl. Q Bg. day night



Sc. 6 *CONT* Pnl. R Bg. day night



Dialog:	
© THIS CARD MEANS YOU'RE A MAN.	
Action:	- CARD ROTATES OUT FROM MIDDLE OF DECK. - ADJ. W/ ACTION.
Timing:	NOV 04 2015



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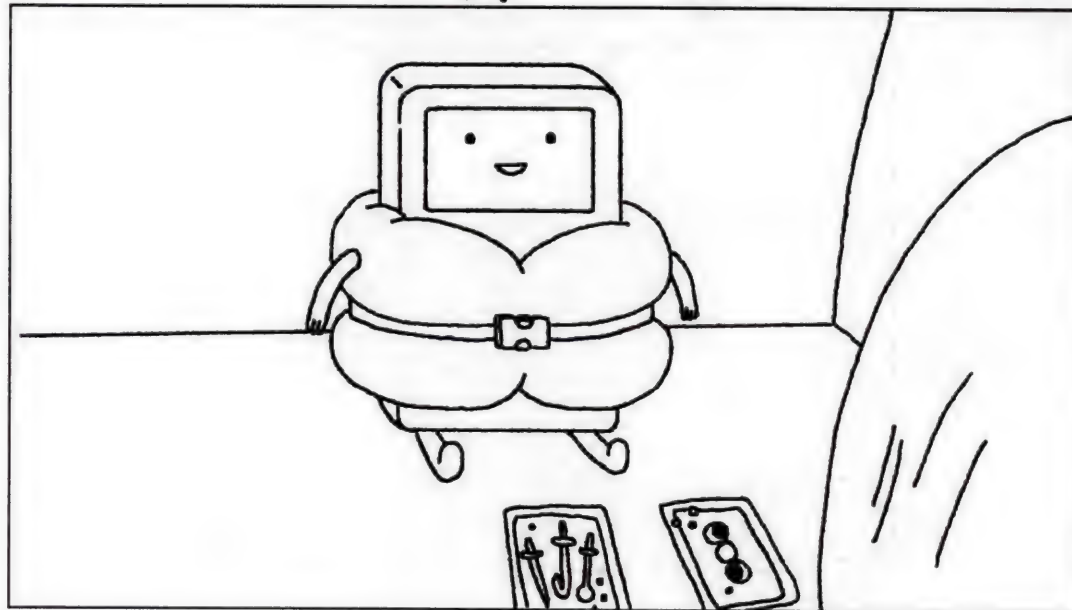
Page 18

Sc. 7

Pnl. **A**

Bg.

day night



Sc. 8

Pnl. A

Bg.

day night



Dialog:

⑧ / O.K.!

Action:

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Timing:

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Production :

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# ADVENTURE TIME



Page 19

Sc. 8 *CONT*

Pnl. B

Bg.

day night

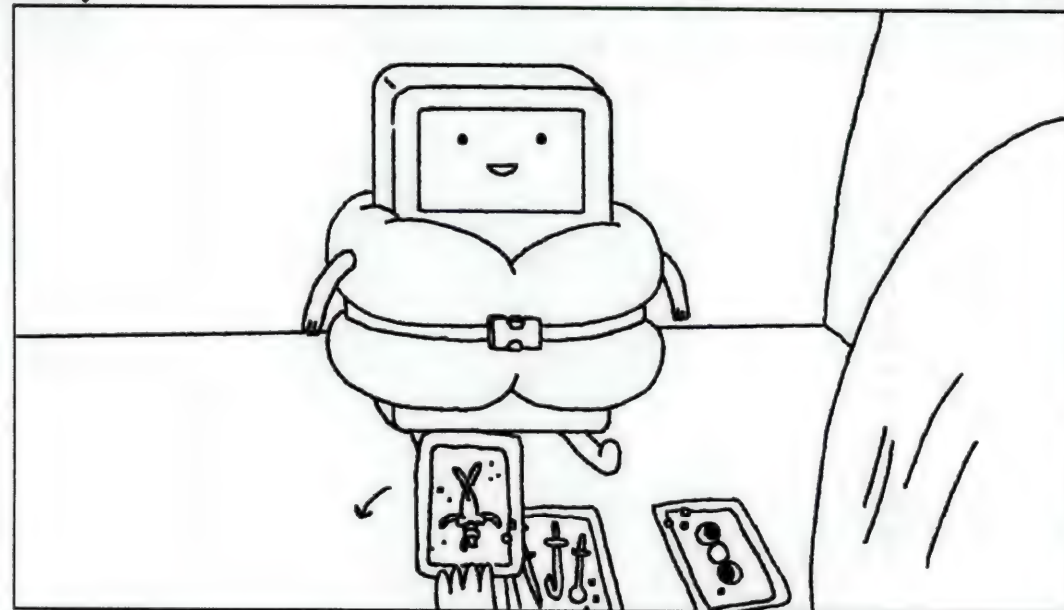


Sc. 9

Pnl. A

Bg.

day night



Dialog:

*C* HAHA NO I'M KIDDING  
IT MEANS YOU'RE NICE.

Action:

*-C. HOLDS UP CARD.*

NOV 04 2015

Timing:

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Production :

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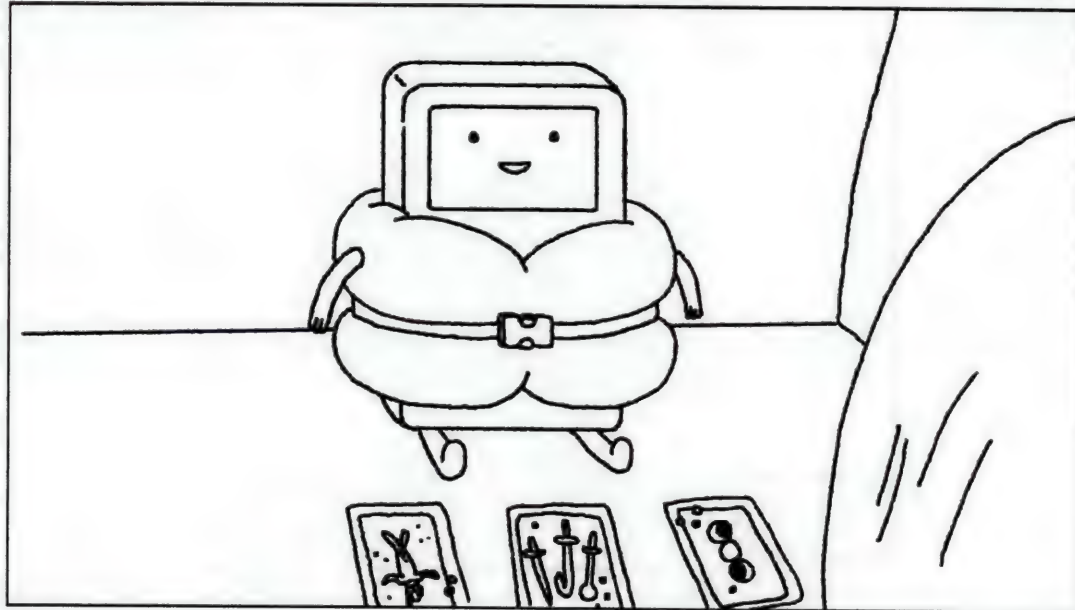
Page 20

Sc. 9 cont

Pnl. B

Bg.

day night

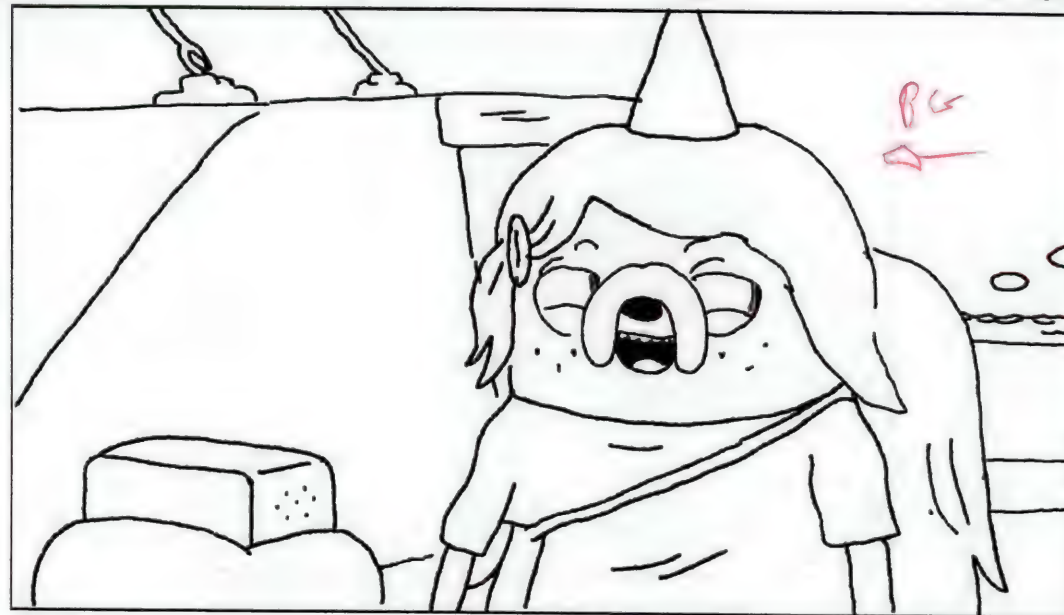


Sc. 10

Pnl. A

Bg.

day night



Dialog:

B I'M LEARNING TRUTHS  
ABOUT MYSELF.

C H A H A -

Action:

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Timing:



Production :

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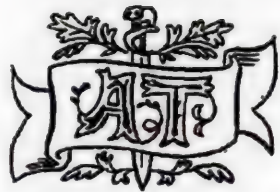
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ADVENTURE TIME



Page 21

Sc. 10 *CONT* Pnl. 3 Bg. day night



Sc. 10 *CONT* Pnl. 4 Bg. day night



Dialog:	
<i>C/</i>	<i>YOU ARE !</i>
Action:	
<i>- CHARLIE PUSHES BMO, PLAYFULLY.</i>	
Timing:	

NOV 04 2015

Production :

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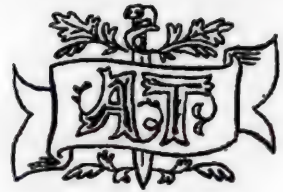
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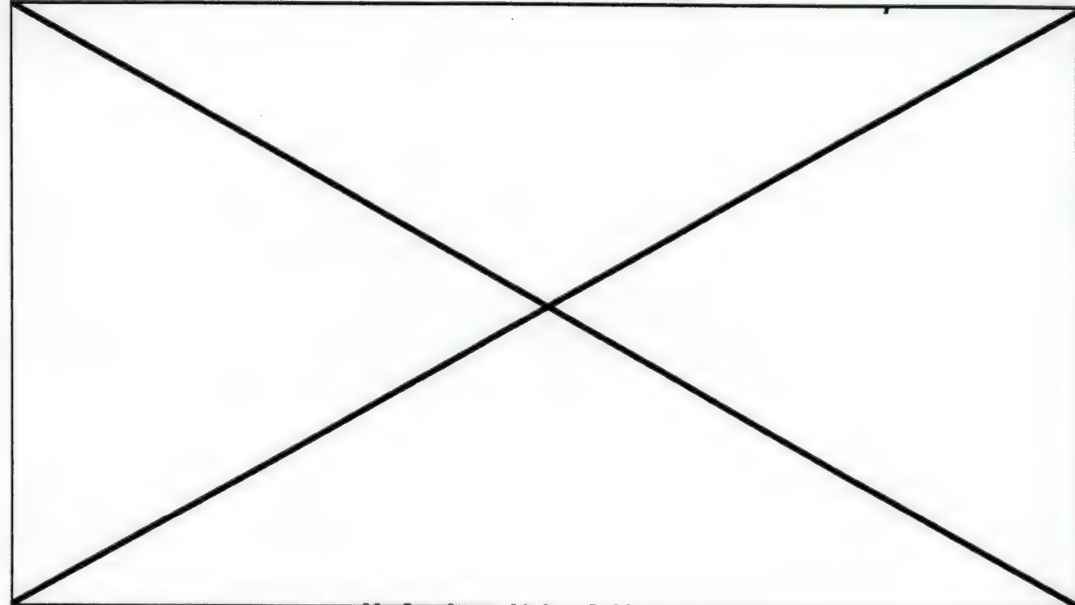
ADVENTURE TIME



Sc. 10 CONT Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

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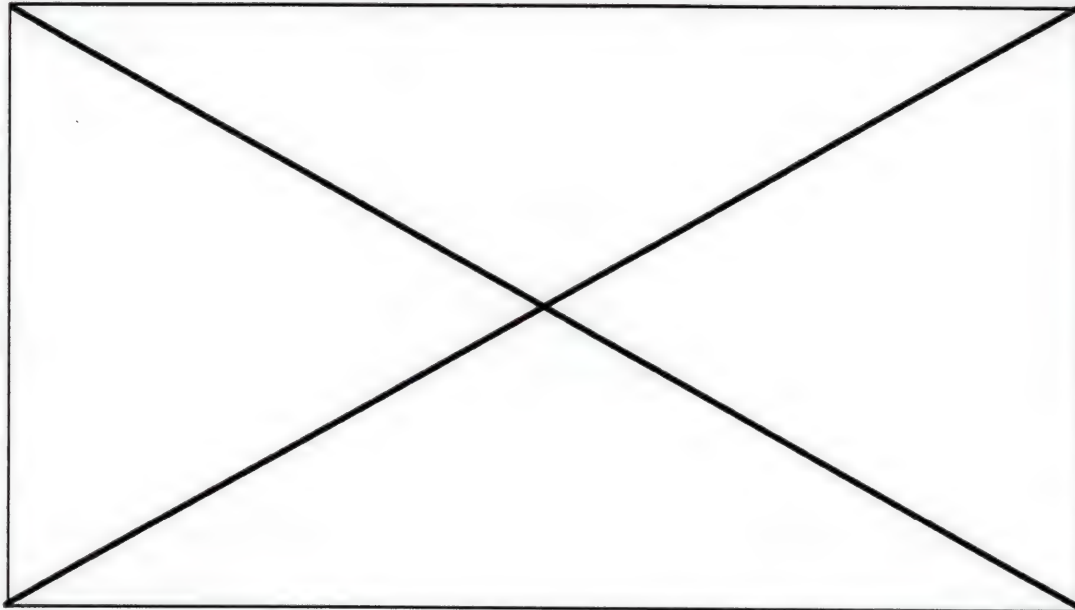


# ADVENTURE TIME



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Sc. Pnl. Bg. day night



Sc. 10 CONT Pnl. (E) Bg. day night

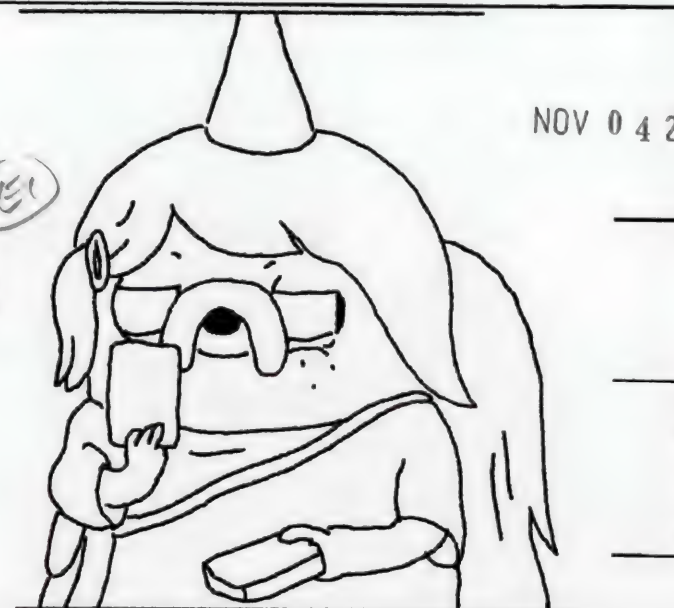


Dialog:

Action:

-BMO ECHOES CHARLIE'S LAUGH.

Timing:



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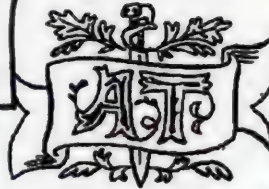
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# ADVENTURE TIME

NO  
SC'S  
11-12



Page 24

Sc. 10 CONT

Pnl. F

Bg.

day night

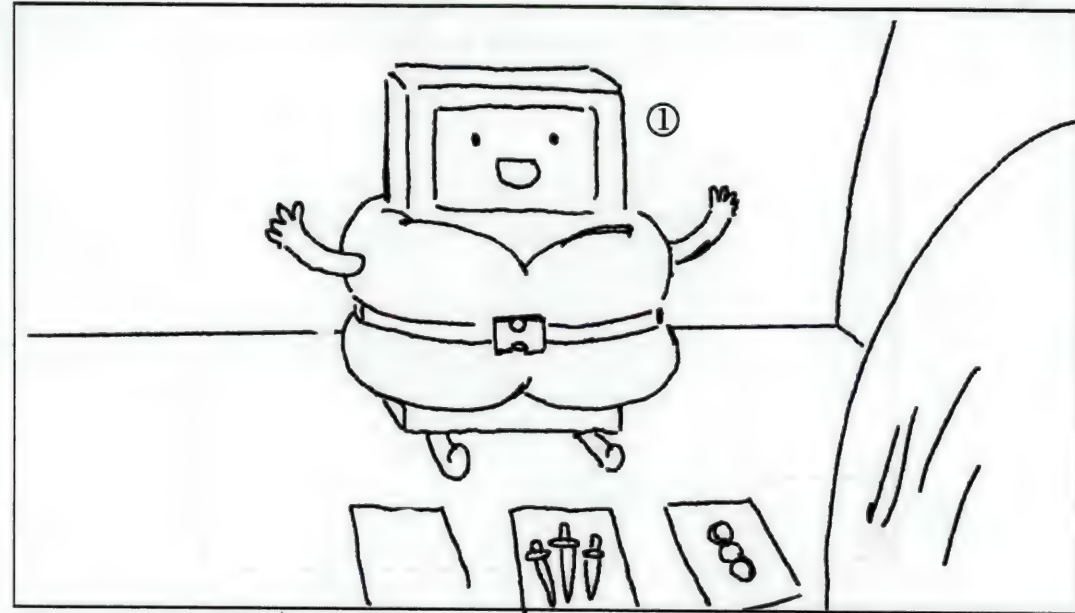


Sc. 13

Pnl. A

Bg.

day night



Dialog:

(C) THIS ONE MEANS YOU'LL  
LIVE FOREVER.

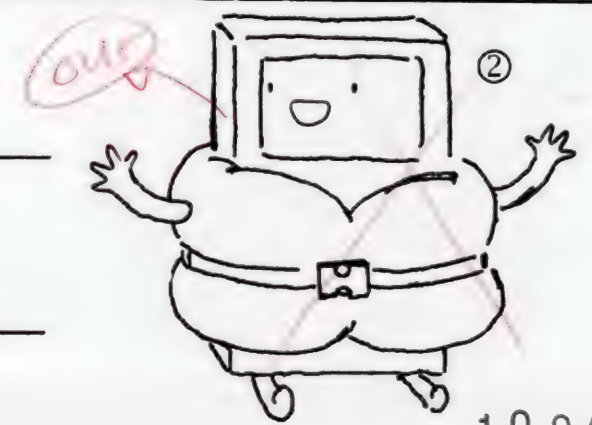
(B) HA HA HA!

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Action:

- CHARLIE FLIPS CARD.

Timing:



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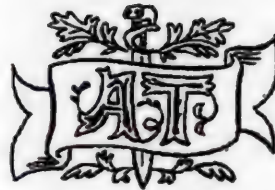
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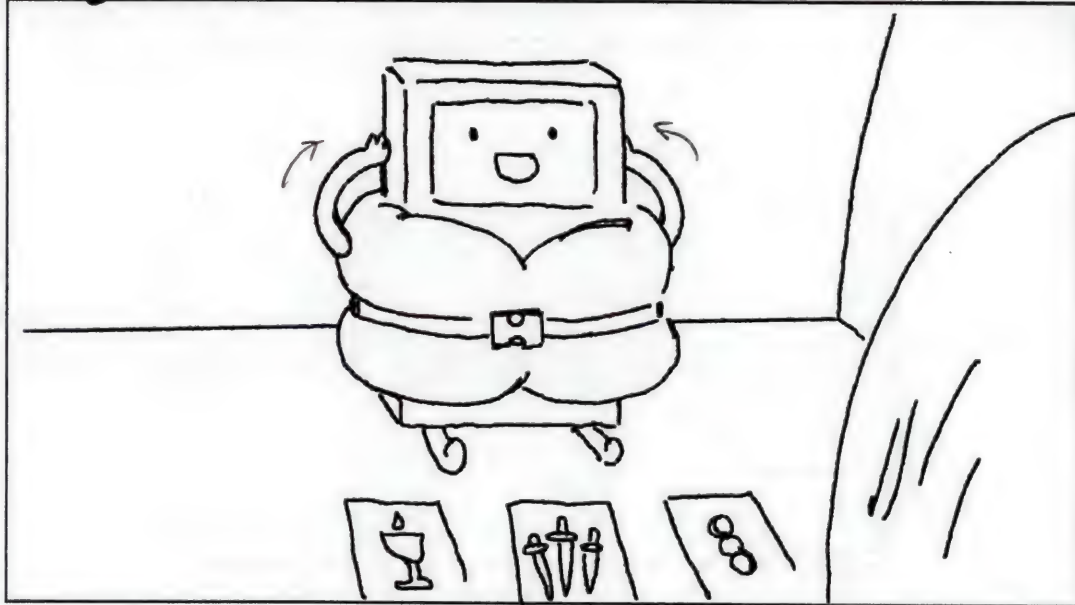


Sc. 13 CONT

Pnl. B

Bg.

day night



Sc. 14

Pnl. A

Bg.

day night



Dialog:	
Ⓑ UH OH!	Ⓒ ( LAUGHING )
Action:	- C'S EARS WATER A BIT. NOV 04 2015
Timing:	

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# ADVENTURE TIME



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Sc. 14 *CONT*

Pnl.  $\beta$

Bg.

day night



Sc. 14 *CONT*

Pnl. c

Bg.

day night



Dialog:

(C) (LAUGHING) (C)

I LOVE THE SEA!

Action:

- WIPES A TEAR AWAY.

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Timing:



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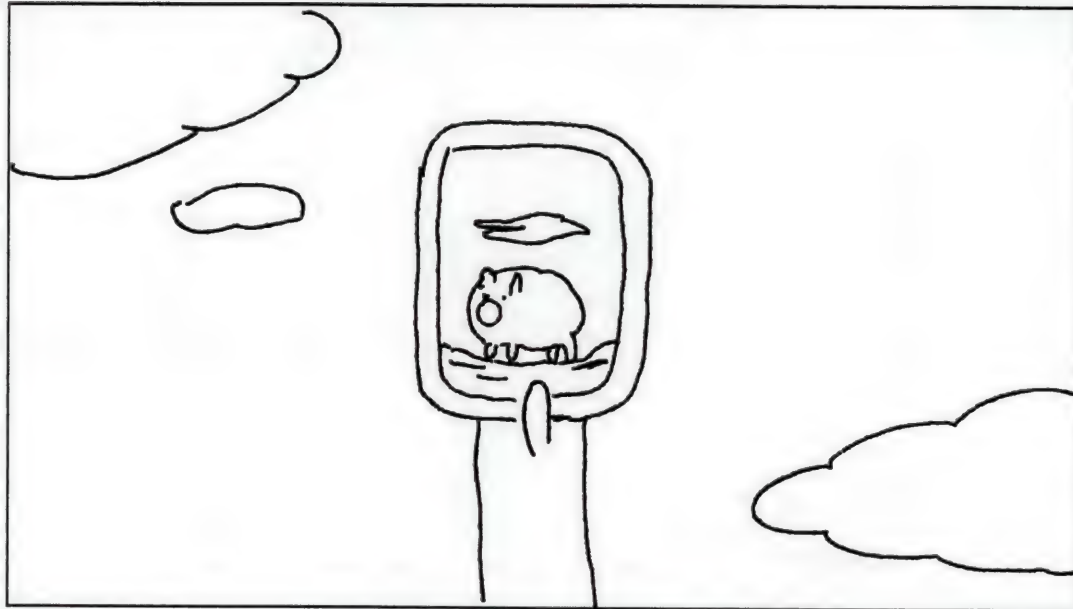


Sc. 19

Pnl. A

Bg.

day night



Sc. 20

Pnl. A

Bg.

day night



Dialog:

©/ WHAT?

Action:

≡ BEAT ≡

- CU of THE FIG.

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Sc. 14 *cont*

Pnl. D

Bg.

day night

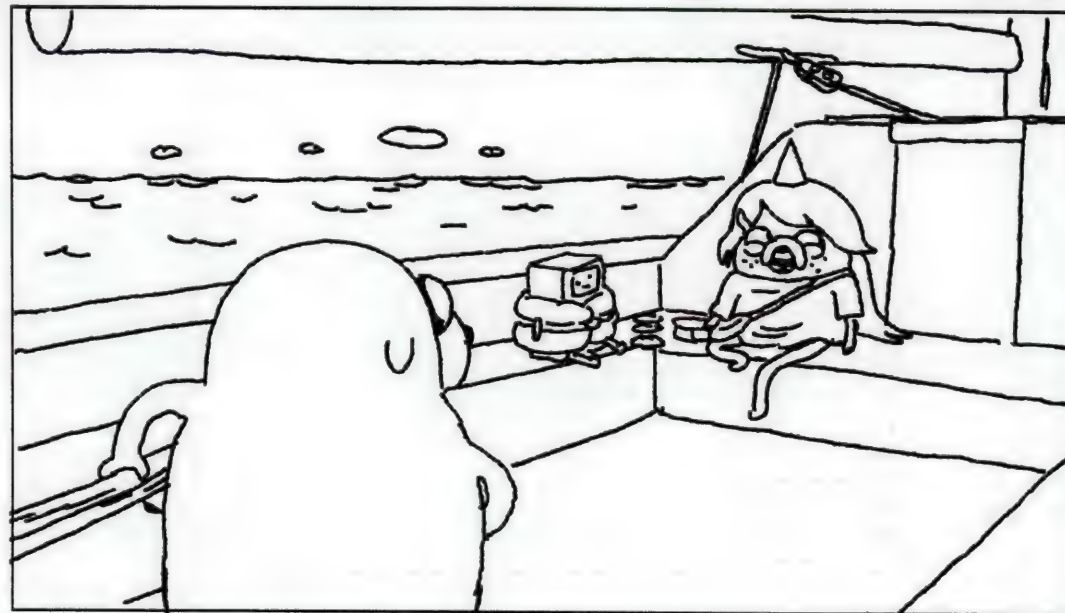


Sc. 15

Pnl. A

Bg.

day night



Dialog:

© HEY DAD !

© DUMB  
PSE

© What -

Action:

Timing:



NOV 04 2015

Production :

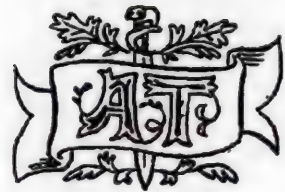
EPISODE # 1034-238

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1034/238



ADVENTURE TIME



Sc. 15 *CONT* Pnl. 8 Bg. day night



Sc. 15 *CONT* Pnl. 9 Bg. day night

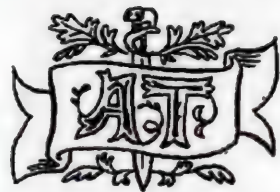


Dialog:	
<i>Ⓢ</i> -- IF I CALLED YOU "POPPA"?	<i>Ⓢ</i> "I LOVE THE SEA, POPPA!"
Action:	
NOV 04 2015	
Timing:	

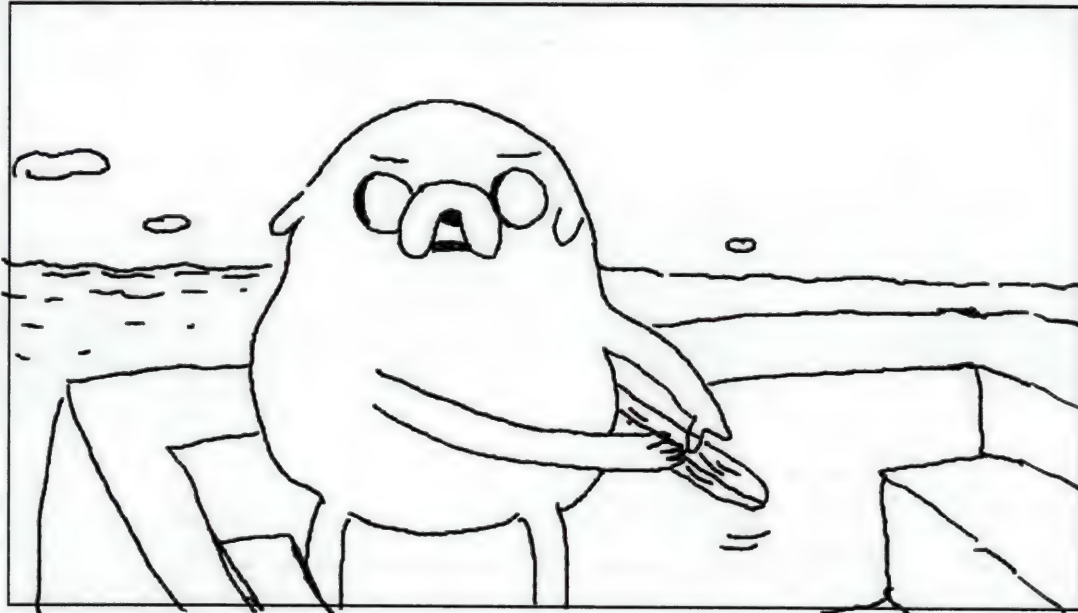
1034/238

EPISODE # 1034-238  
1034/238  
Production :

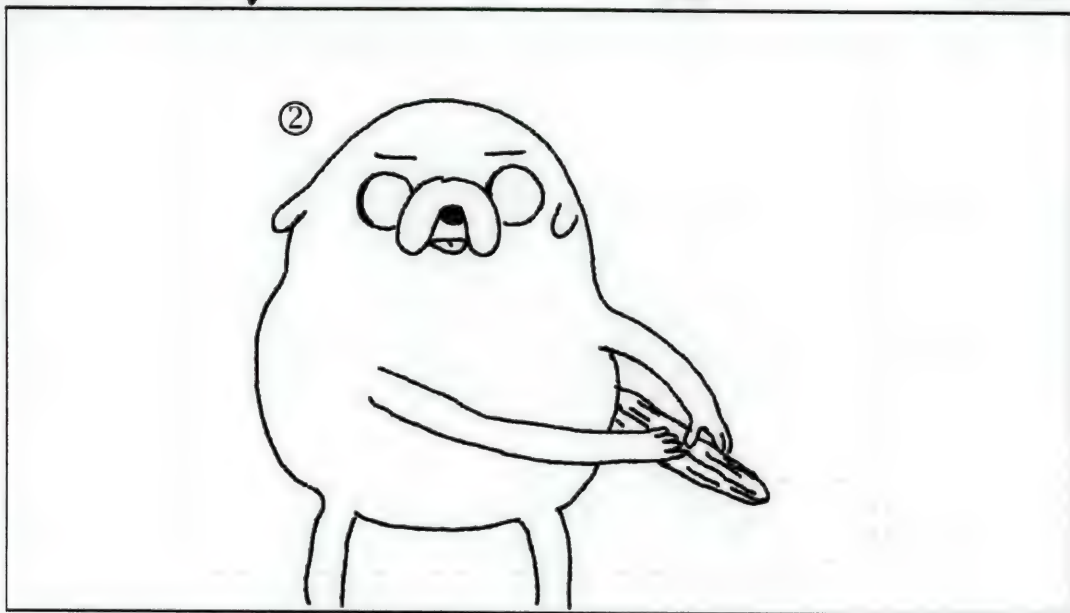
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 16 *cont* Pnl. B Bg. day night



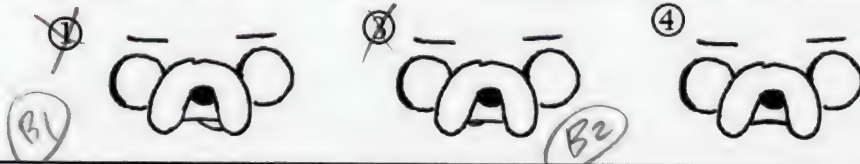
Dialog:

① UH HUH THAT'S GOOD,  
SWEETIE.

Action:

== LICKS LIPS == NOV 04 2015

Timing:



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EPISODE #

Production :

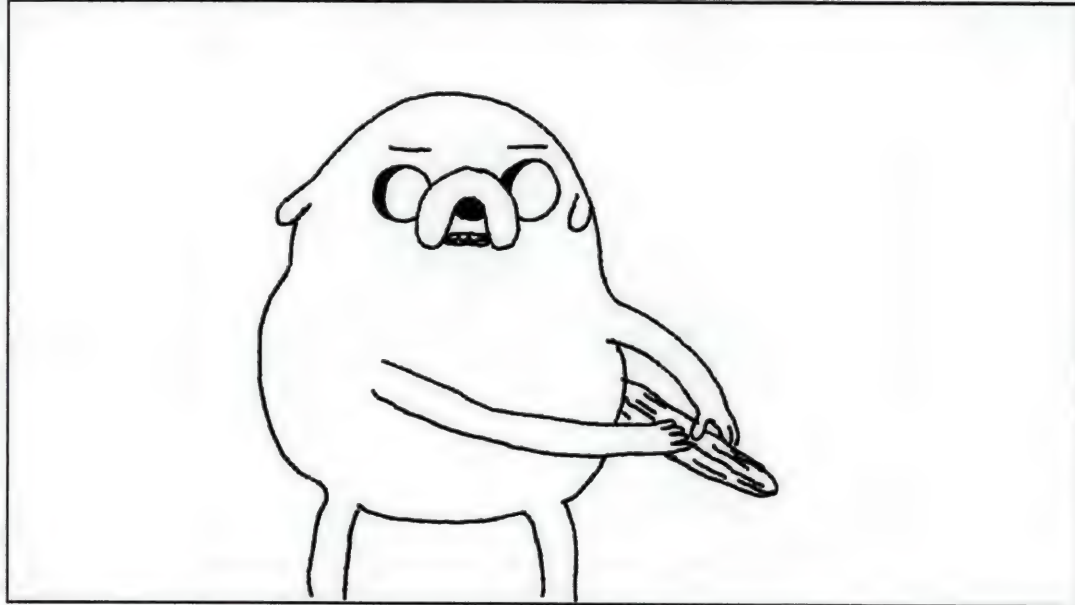
1034/238



ADVENTURE TIME



Sc. 16 *CONT* Pnl. c Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:	
<i>J</i> HOW ARE YOUR CARD FINGERS FEELING.	<i>C</i> THAT'S A WIERD THING TO SAY , POPPA.
Action:	
Timing:	

NOV 04 2015

EPISODE # 1034-238  
Production :

1034/238

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1034/238

# ADVENTURE TIME



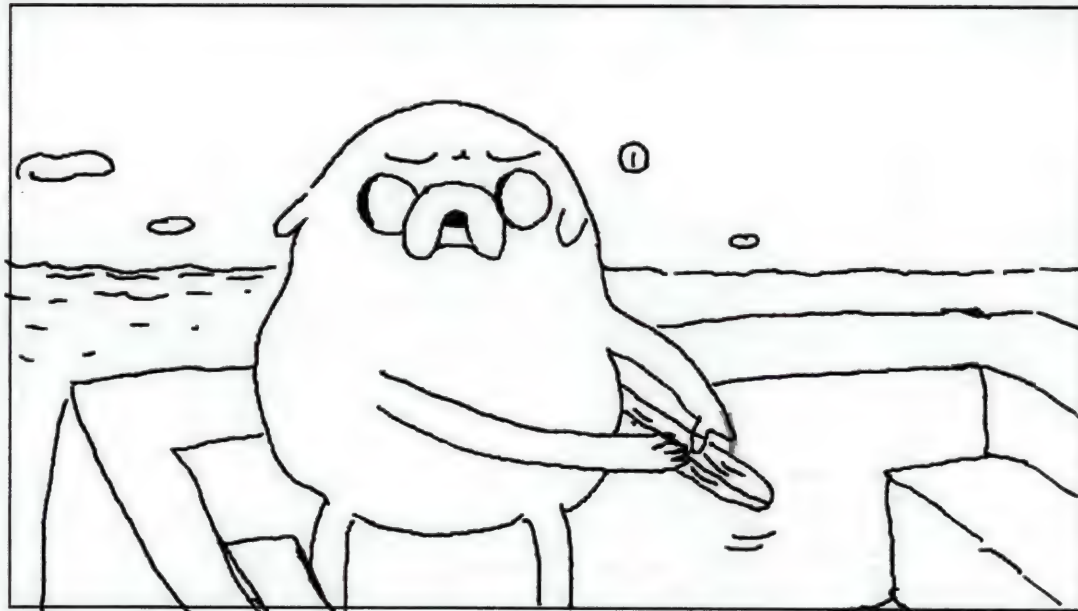
Page 31

Sc. 18

Pnl. A

Bg.

day night

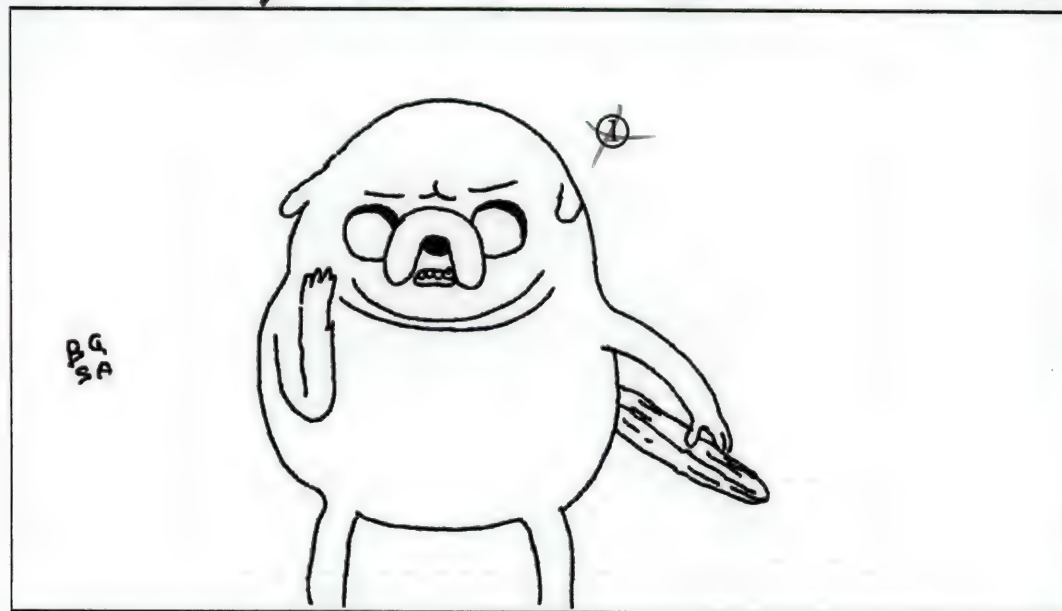


Sc. 18 *CONT*

Pnl. B

Bg.

day night



Dialog:

① Have you seen cards--

NOV 04 2013

Action:

-JAKE LICKS LIPS AGAIN.



Production :

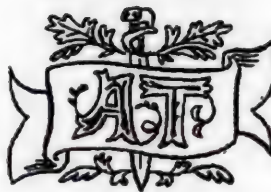
EPISODE #

1034-238

1034/238



# ADVENTURE TIME



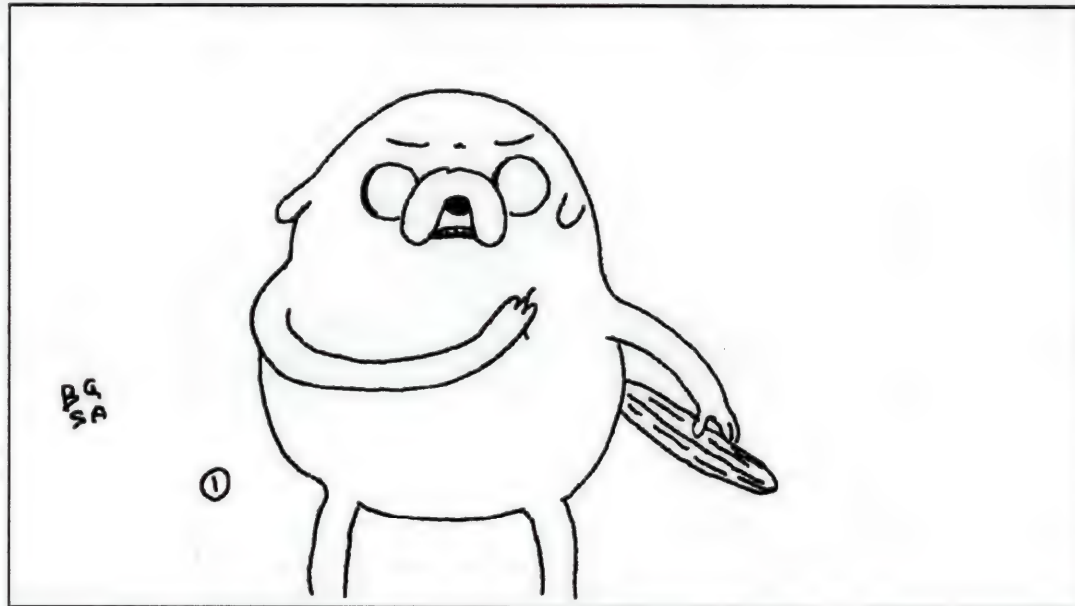
Page **32**

Sc. 18 *cont*

Pnl. C

Bg.

day night

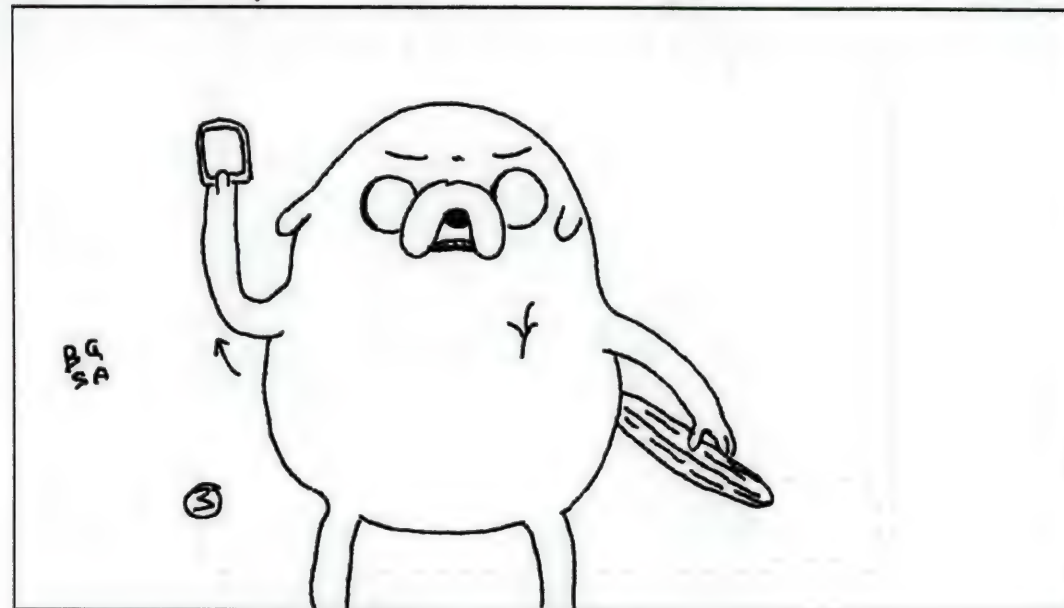


Sc. 18 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



U.

...

LIKE THIS?

- PULLS A CARD FROM HIS HEART.

NOV 04 2015

Production :

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ADVENTURE TIME



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1034-238

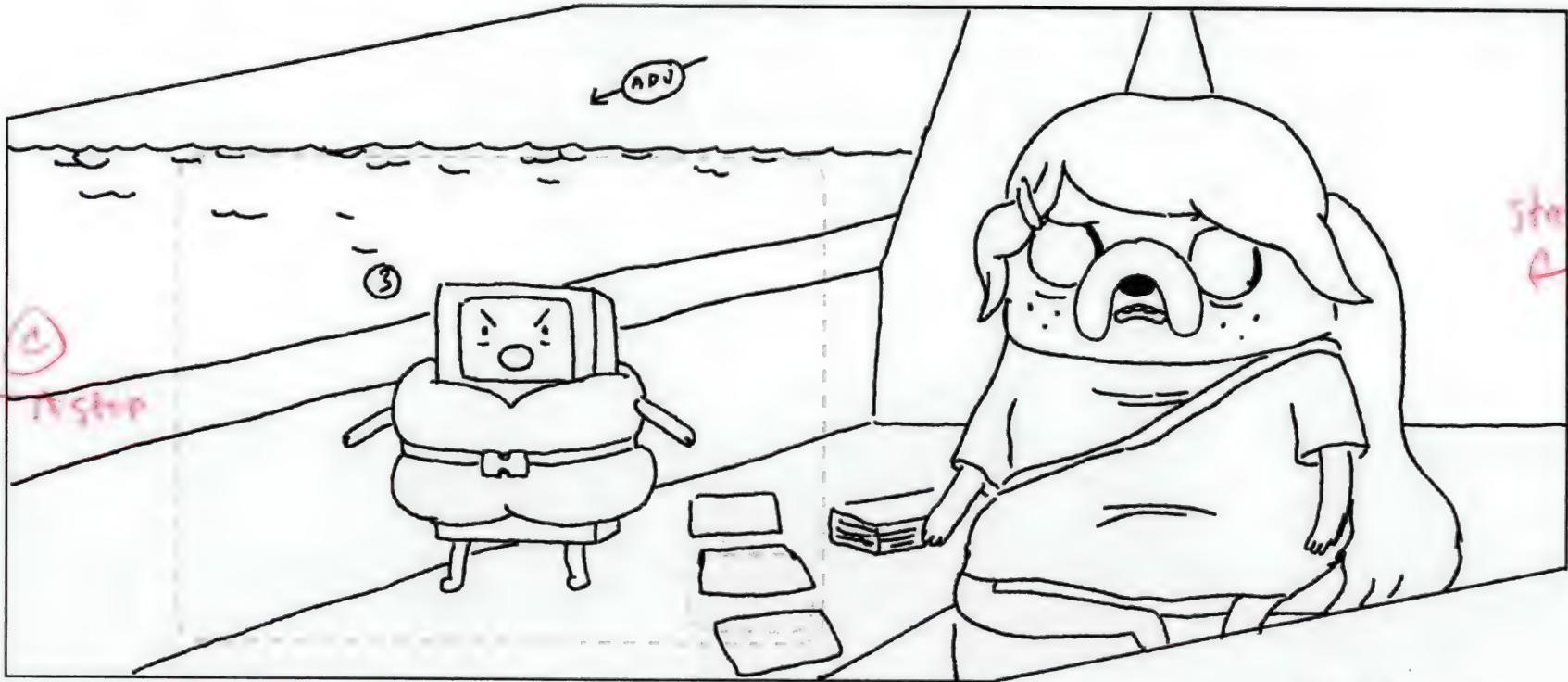
EPISODE #

1034/238

Production :

1034/238

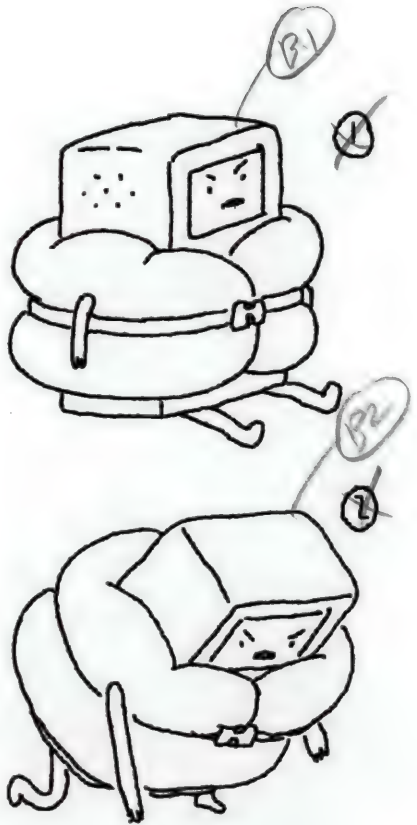
Sc. 20 *cont* Pnl. B Bg. day night



NOV 04 2015

- BMO GETS TO HIS FEET QUICKLY.

*(B)* NOT TODAY!!!!

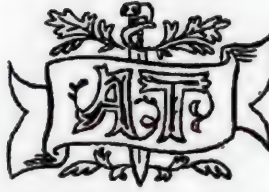


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1034/238

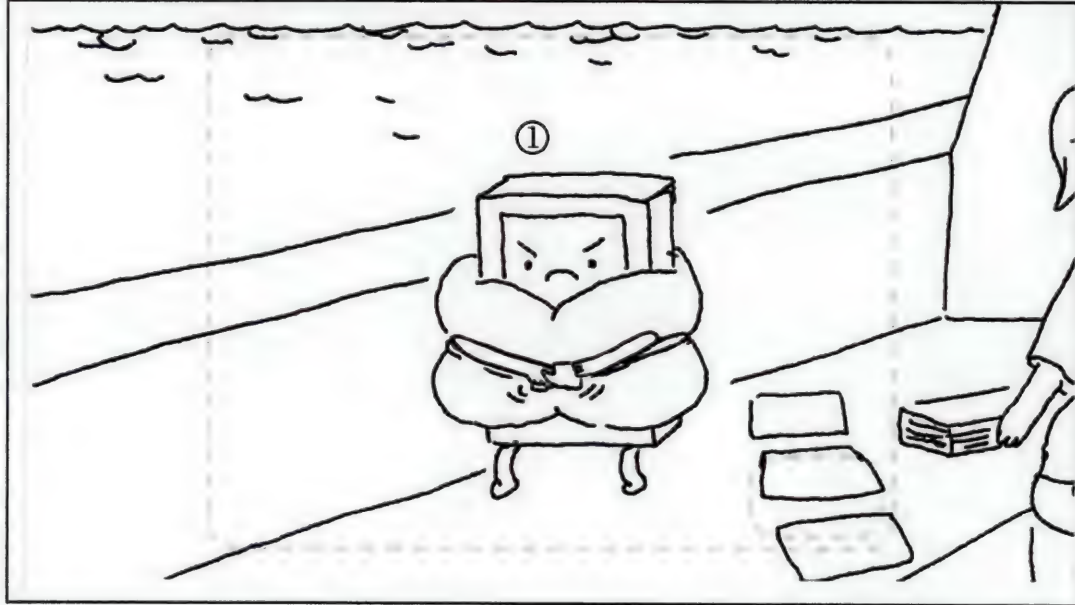


# ADVENTURE TIME

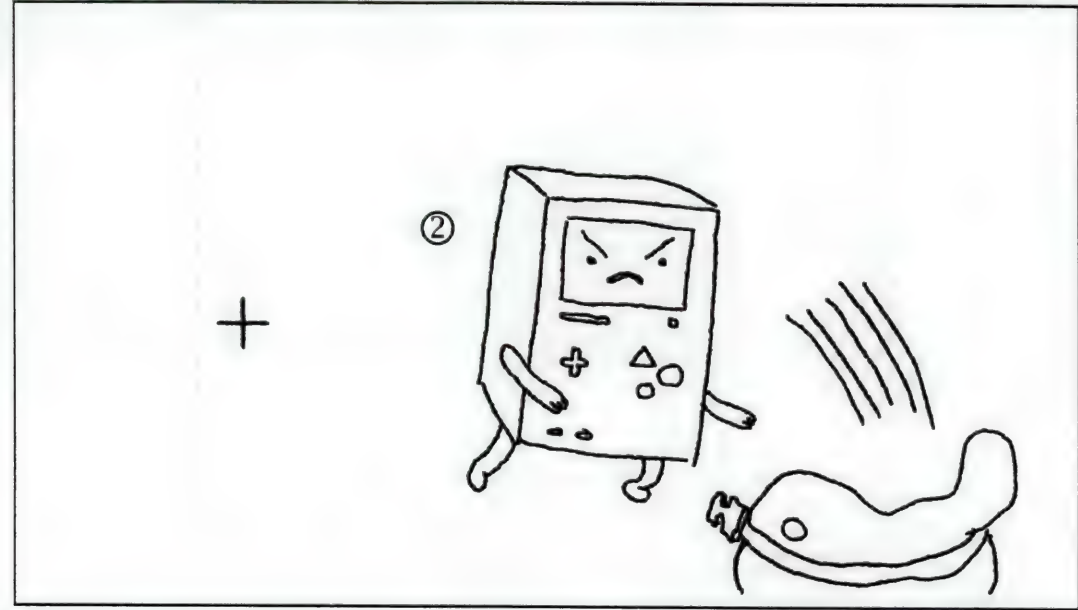


Page 35

Sc. 20 *CONT* Pnl. *C1* Bg. day night



Sc. 20 *CONT* Pnl. *D* Bg. day night



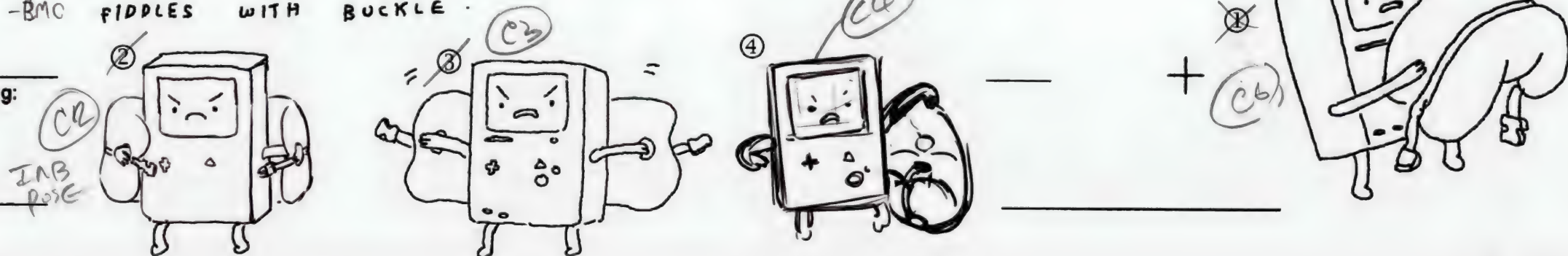
Dialog:

SFX: \* CLICK \*

Action:

-BMC FIDDLES WITH BUCKLE.

Timing:



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Production :

1034/238

ADVENTURE TIME

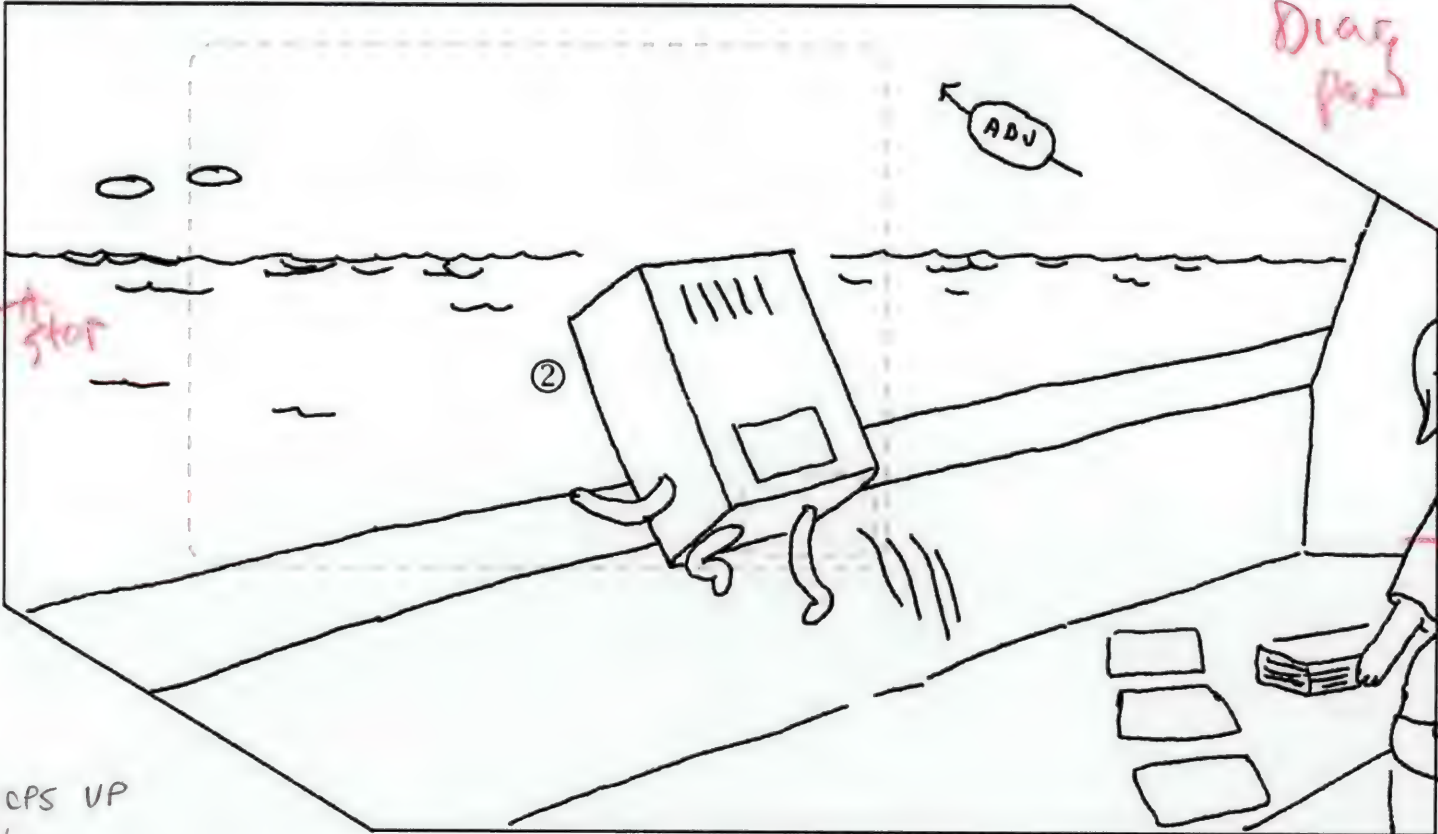


Sc. 20 *cont* Pnl.  $\in$  Bg. day night

STOP

*diag part*

START



- BMO HOPS UP TO RAIL.
- ADJ. W/ ACTION.

B/ NO CARD WARS!

NOV 04 2015

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EPISODE #

1034/238

Production :

1034/238

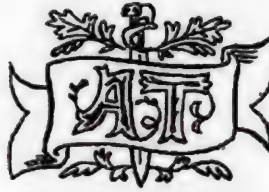
1034/238

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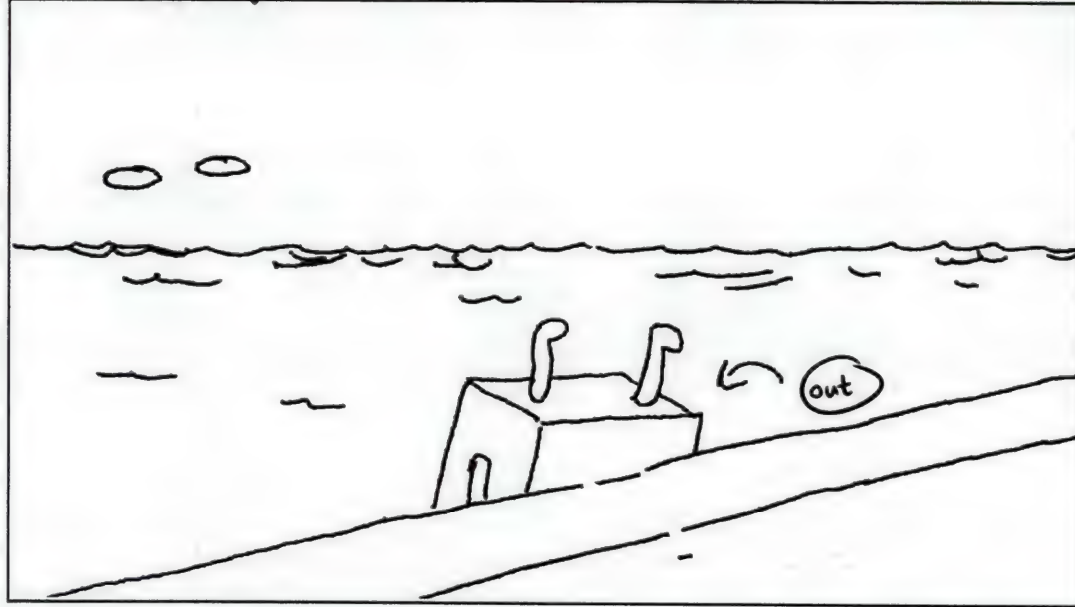


# ADVENTURE TIME

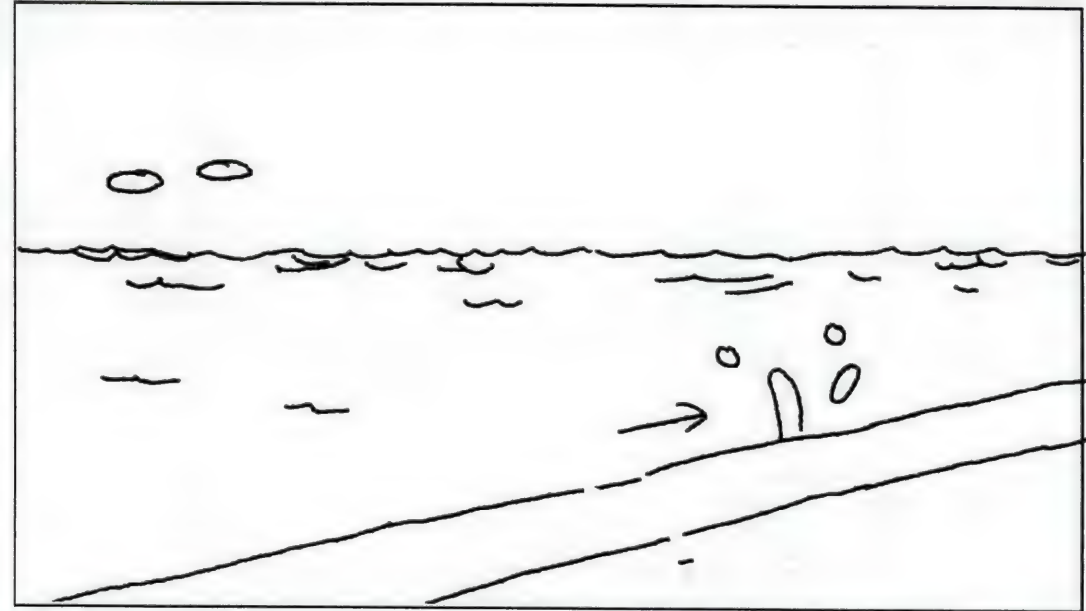


Page 37

Sc. 20 *cont* Pnl. f Bg. day night



Sc. 20 *cont* Pnl. G Bg. day night



Dialog:

~~Sfx~~ / B L O O P !

Action:

-BMO TOPPLES OVER RAIL.

NOV 04 2015

Timing:

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EPISODE #

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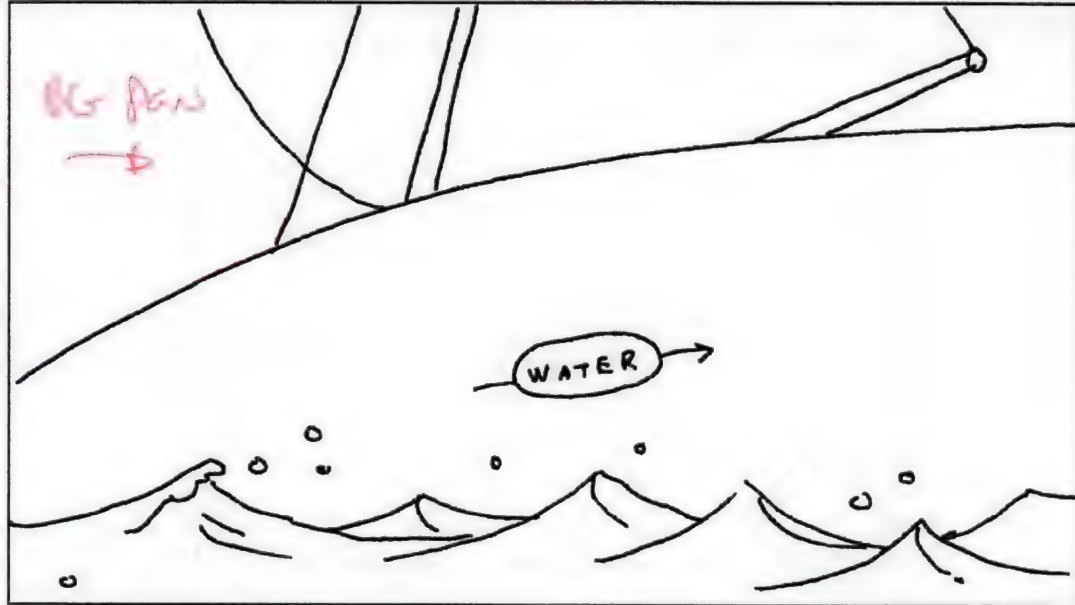
Production :

1034/238

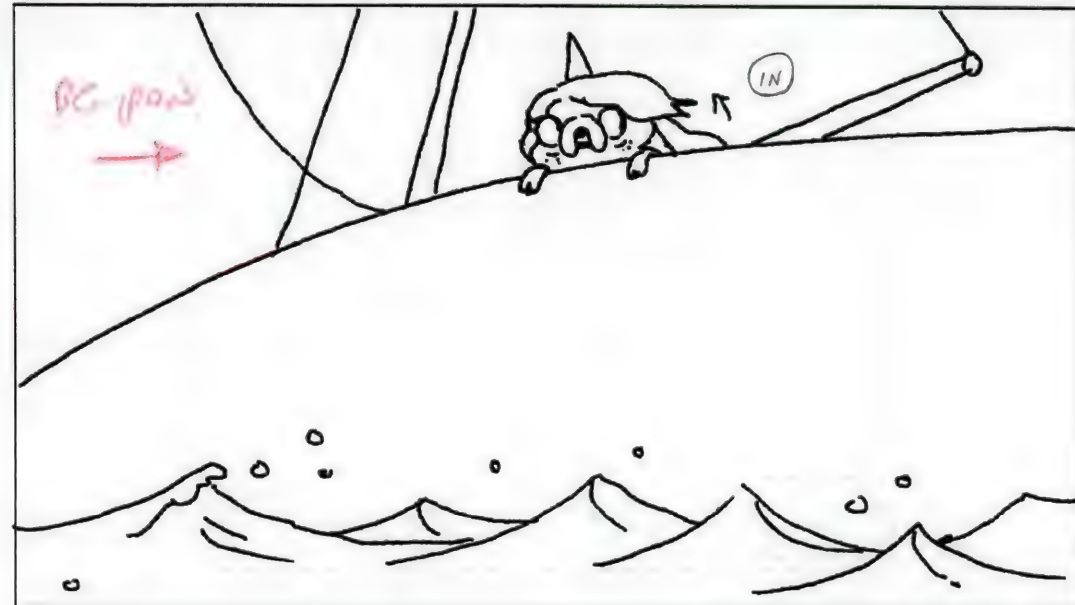
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. 21 *cont* Pnl. B Bg. day night



Dialog:	
Action:	- CHARLIE RUSHES TO RAIL. NOV 04 2016
Timing:	

1034-238  
EPISODE #  
Production :

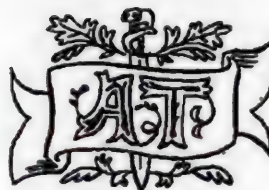
1034/238

1034/238

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# ADVENTURE TIME



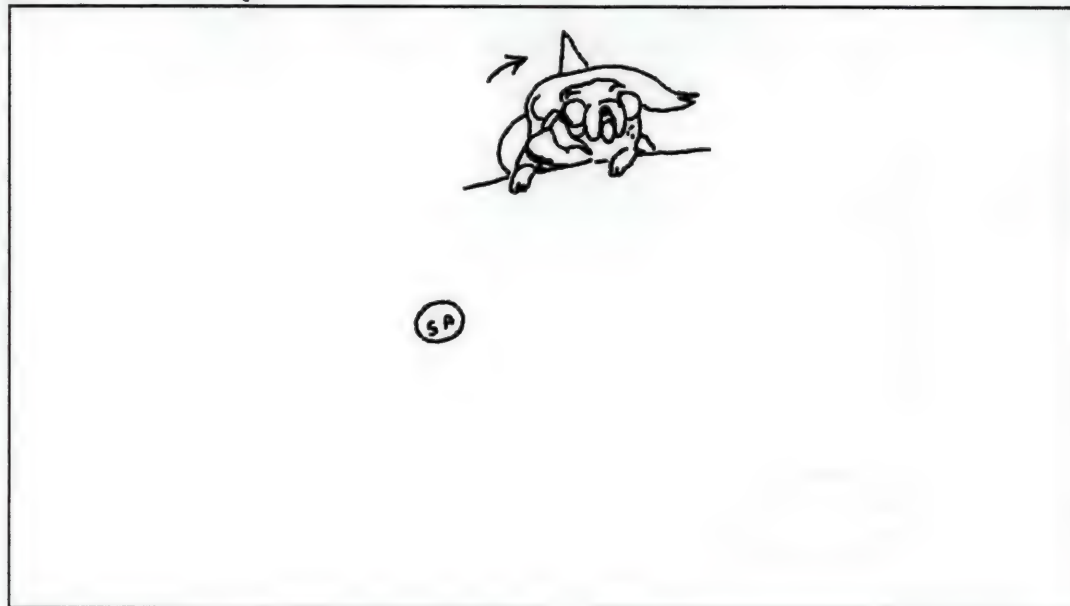
Page 39

Sc. 21 *CONT*

Pnl. C

Bg.

day night

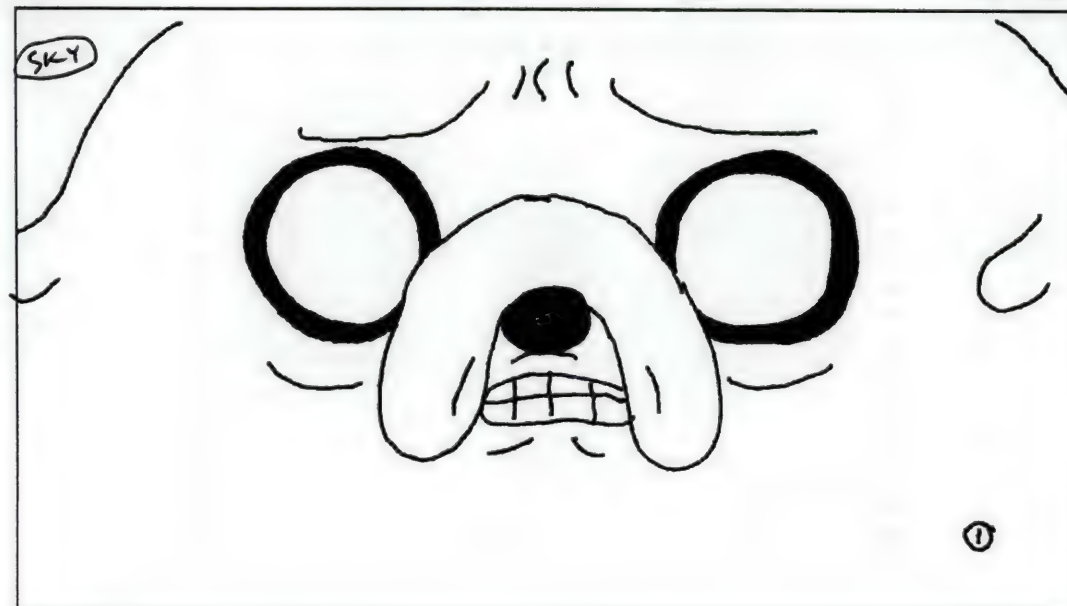


Sc. 22

Pnl. A

Bg.

day night



Dialog:

(C)

A SHE SUNK LIKE  
STONE!!!

(U) NNNN!

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

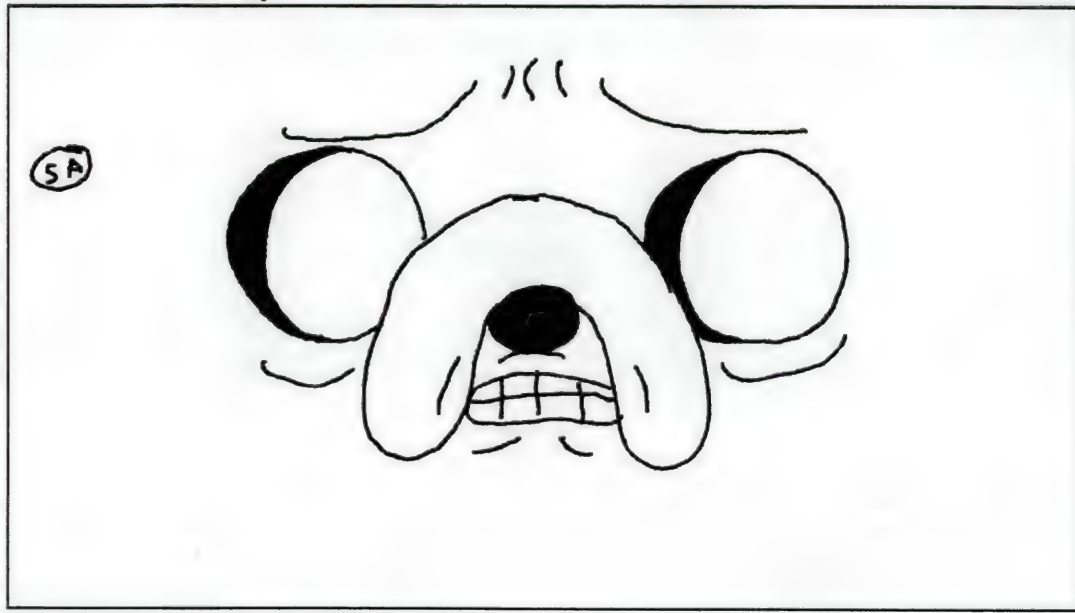
1034/238

ADVENTURE TIME

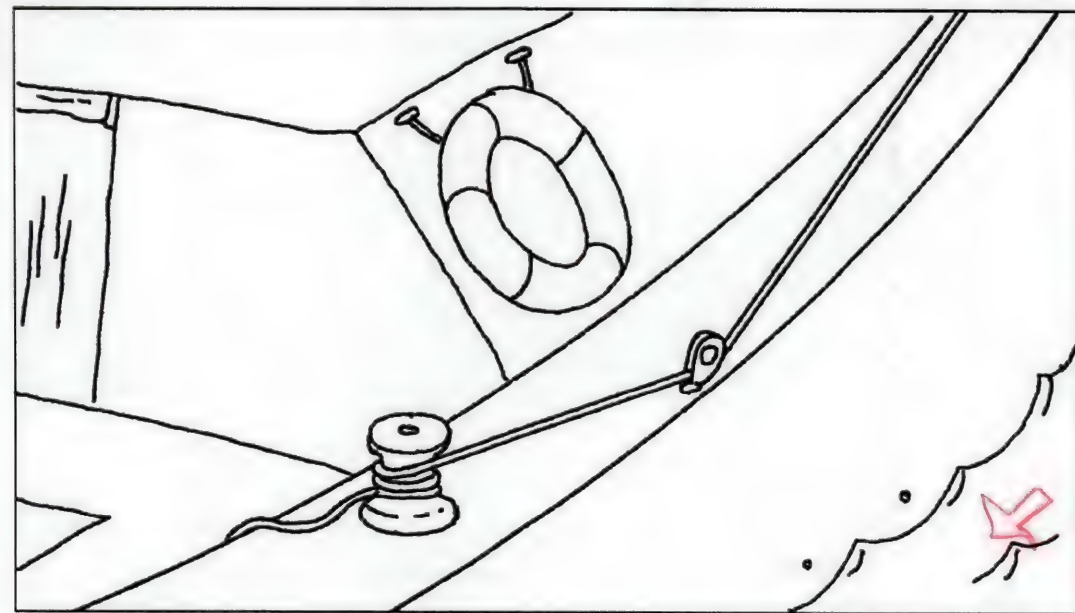


Page 40

Sc. 22 *cont* Pnl. 8 Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	
Action:	- JAKE LOOKS RIGHT.
Timing:	

NOV 04 2015

Production :

EPISODE #

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1034/238

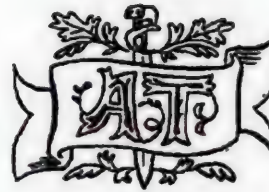
1034/238

1034/238

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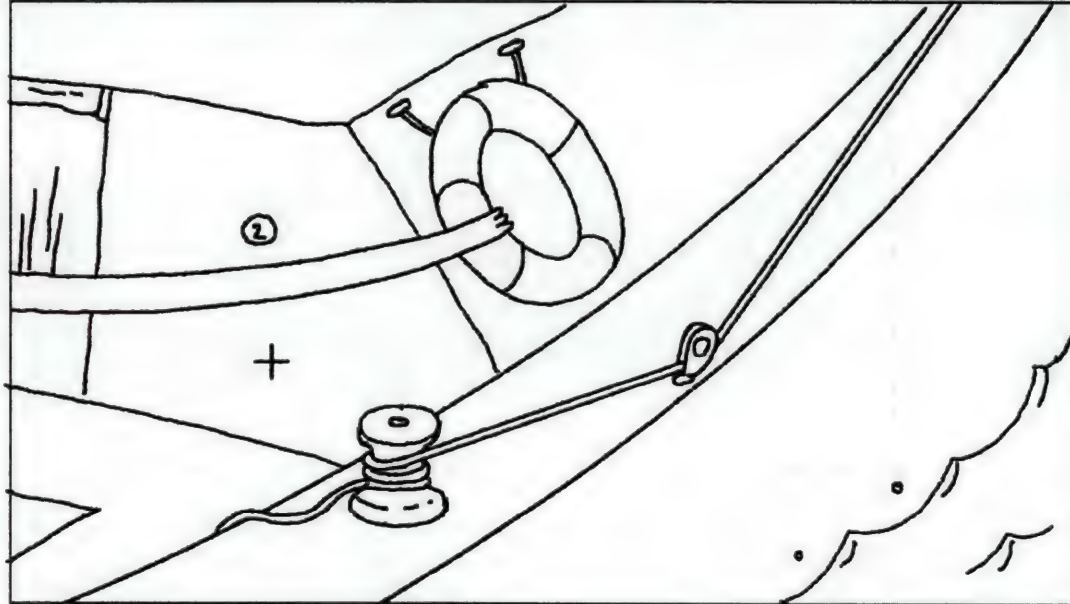


# ADVENTURE TIME

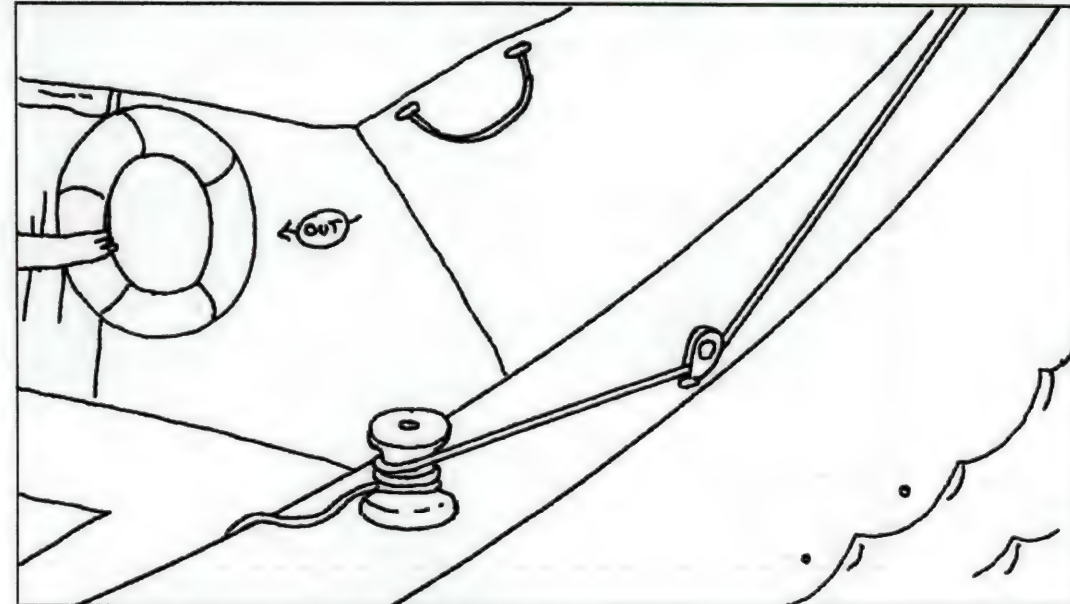


Page 41  
42A NEXT  
day night

Sc. 23 *CONT* Pnl. B Bg. day night



Sc. 23 *CONT* Pnl. C Bg. day night



Dialog:

Action:



- J'S HAND STRETCHES  
ON/S TO GRAB LIFE PRESERVER,

NOV 04 2015

Timing:

+

EPISODE #

1034-238

1034/238

Production :

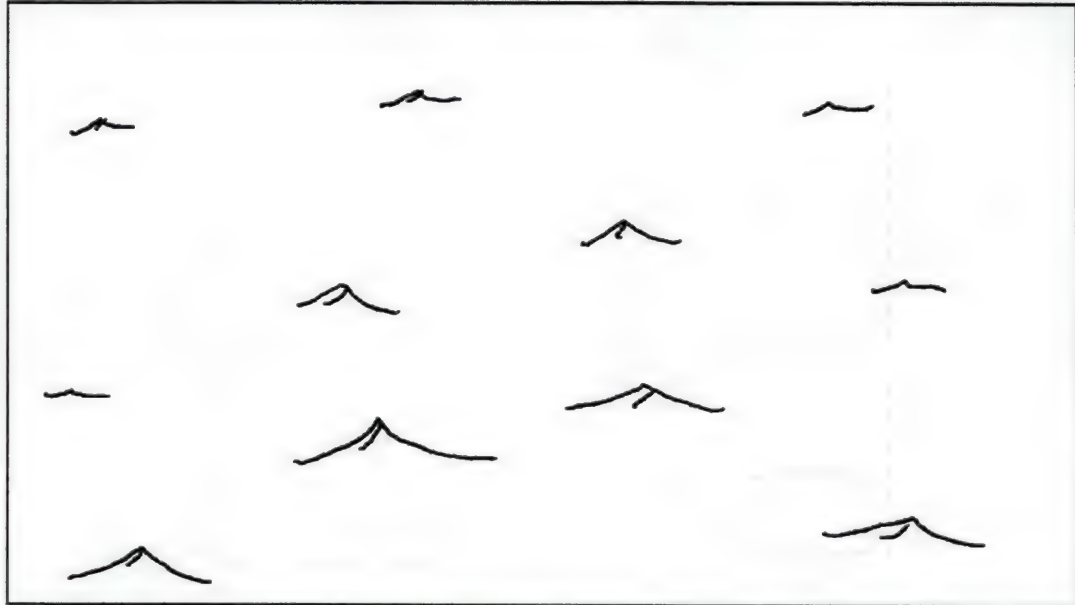
1034/238

ADVENTURE TIME

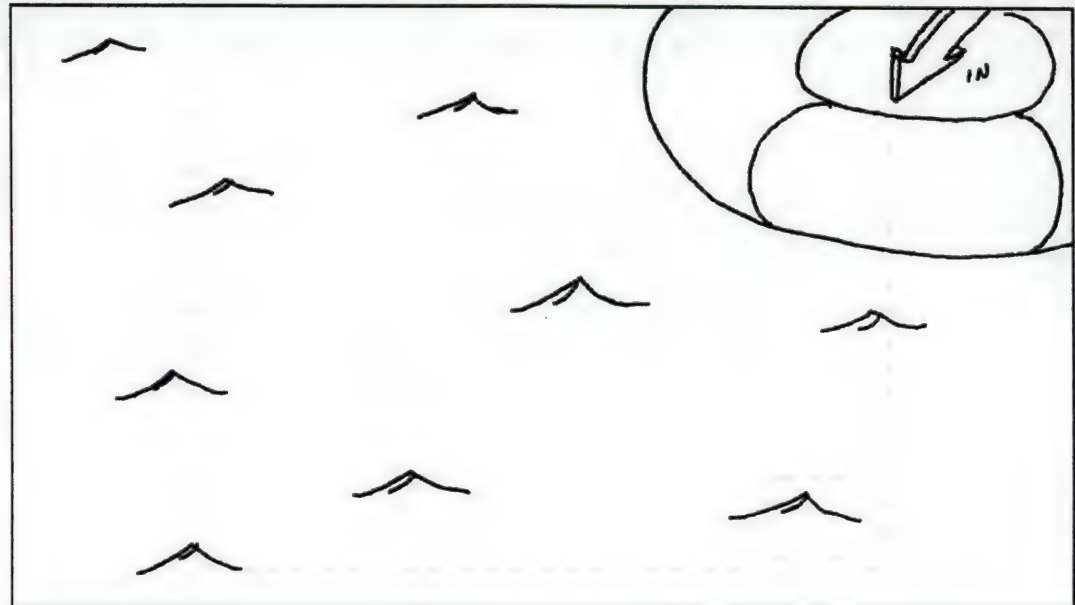


Page **42 A**  
day **42B NEXT**

Sc. 24 Pnl. A Bg. day night



Sc. 24 **CONT** Pnl. B Bg. day night



Dialog:	
Action:	- LIFE PRESERVER FLIES ON/5. NOV 04 2015
Timing:	

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1034/238

Production :

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1034/238



ADVENTURE TIME

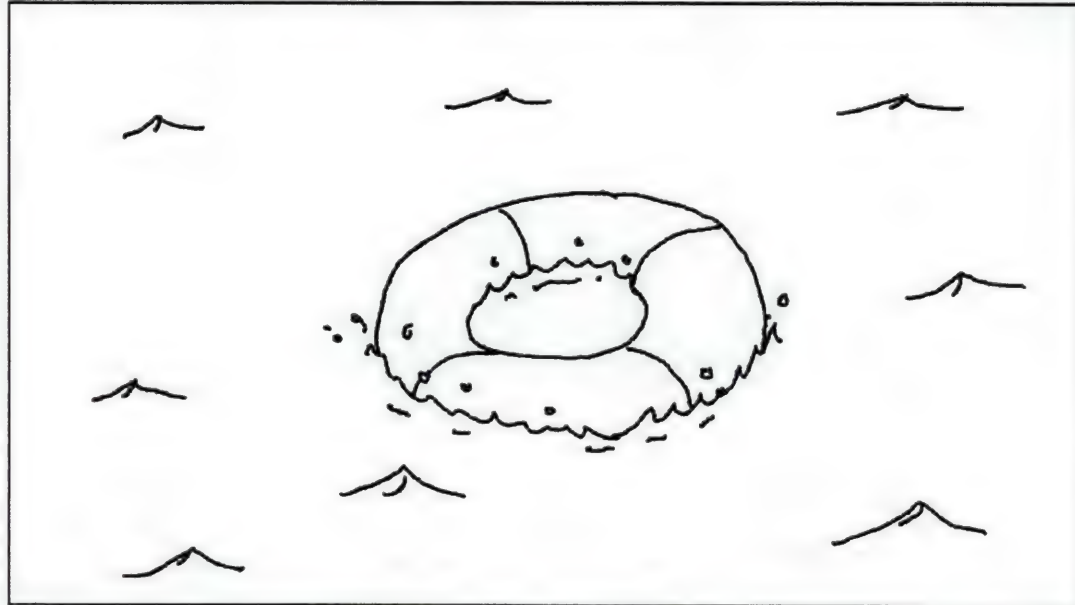


Sc. 24 *cont*

Pnl. C

Bg.

day night

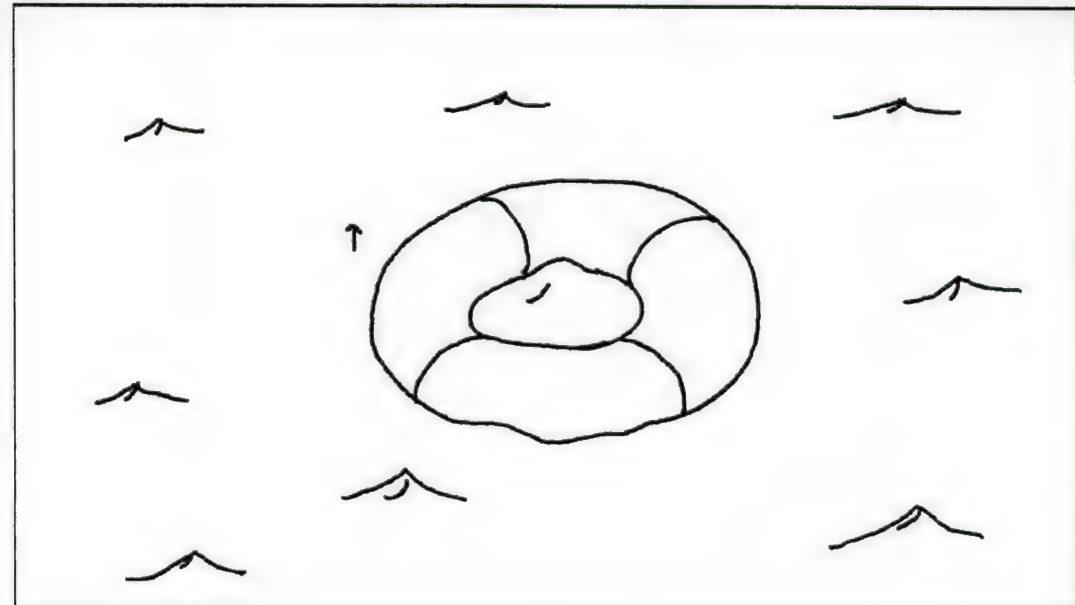


Sc. 24 *cont*

Pnl. D

Bg.

day night



Page *42 B*  
*43 NEXT*

Dialog:

*(SFX) : SPLISH!*

Action:

*- L. PRESERVER BOBS IN PLACE.*

NOV 04 2016

Timing:

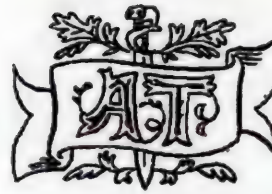
*very bob  
Action*



1034-238  
EPISODE #  
1034/238

Production :

# ADVENTURE TIME



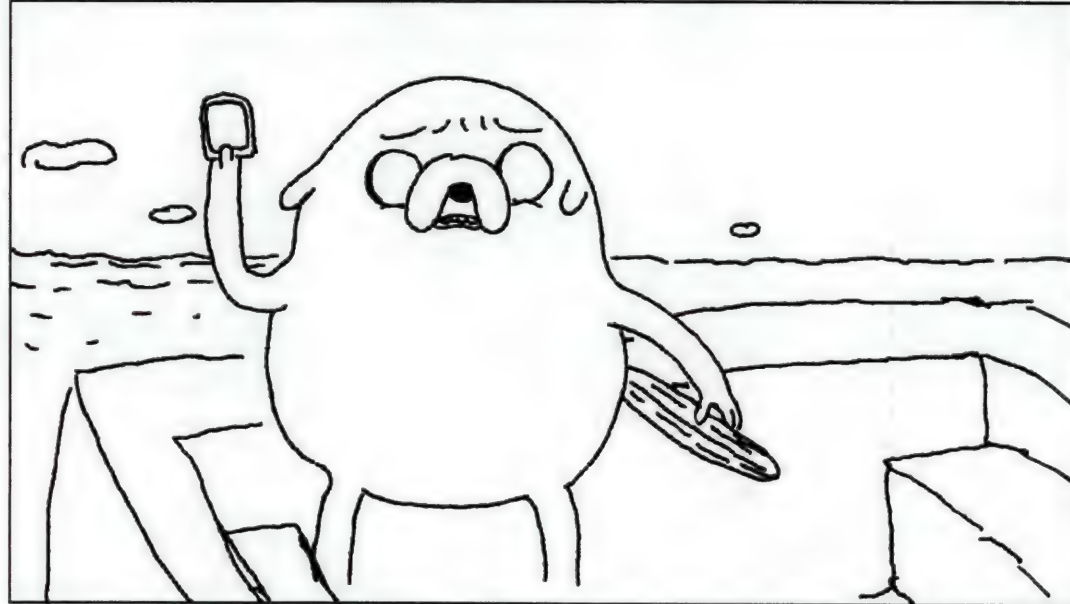
Page <sup>43</sup>  
~~43~~ **ANEXT**  
 day night

Sc. 25

Pnl. A

Bg.

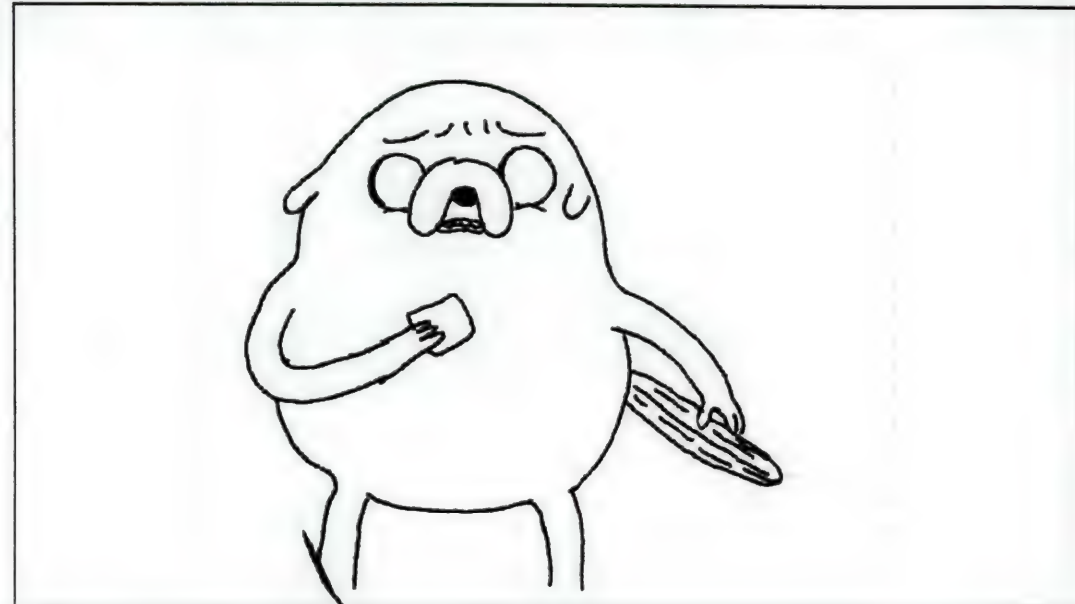
day night



Sc. 25 *cont*

Pnl. B

Bg.



Dialog:

① AHH,  
 THERE'S NO TIME,  
 TO GO BACK

① THE TOURNEY STARTS  
 IN AN HOUR.

Action:

NOV 04 2015

Timing:

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EPISODE #

1034/238

Production :

1034/238

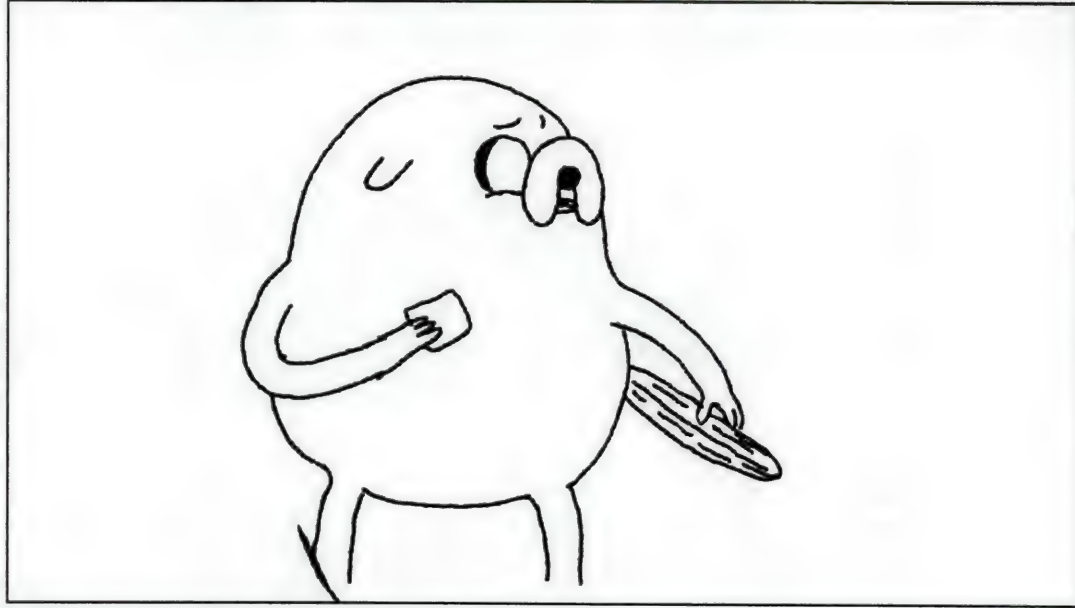


ADVENTURE TIME

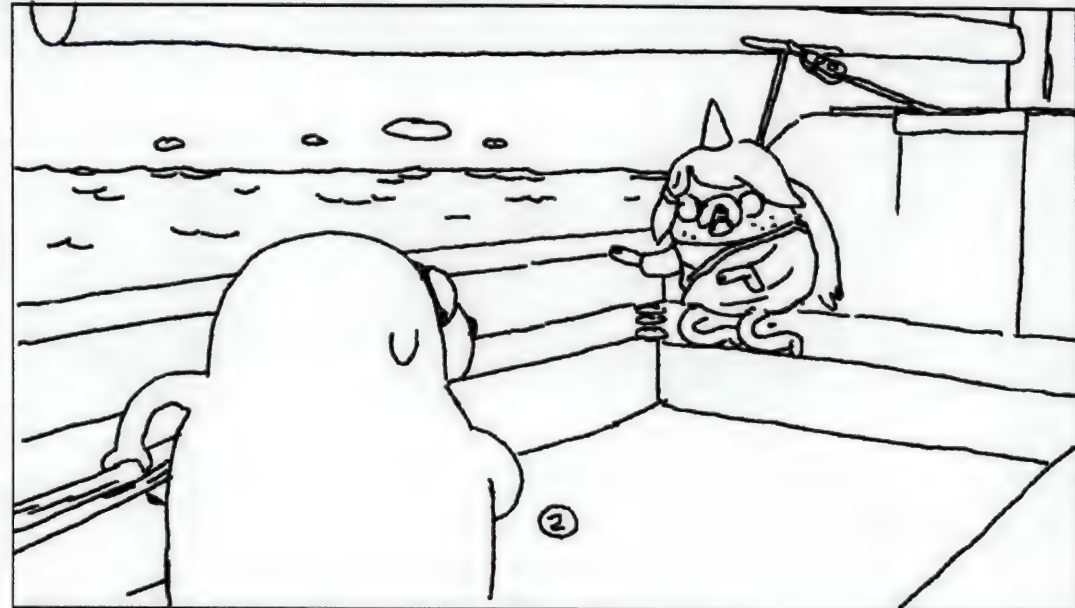


Page 43 A  
44 NEXT  
day night

Sc. 25 CONT Pnl. C Bg. day night



Sc. 26 Pnl. A Bg. day night



Dialog:	
Q BMO'S ALWAYS FINE.	C I DON'T UNDERSTAND!
Action:	
Timing:	

NOV 04 2015



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Production :

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# ADVENTURE TIME



Page 44

Sc. 27

Pnl. A

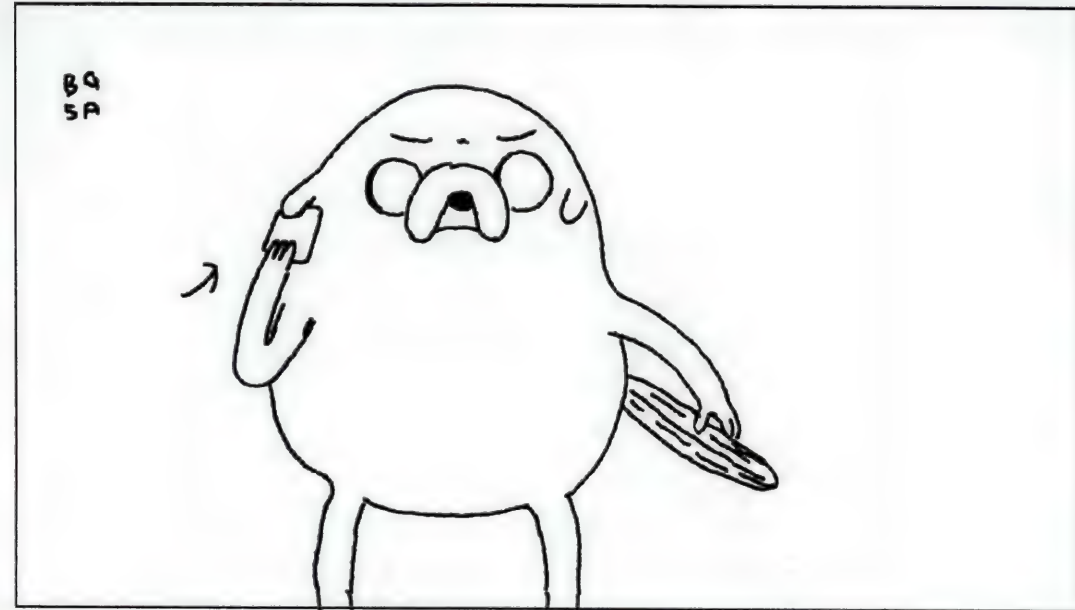
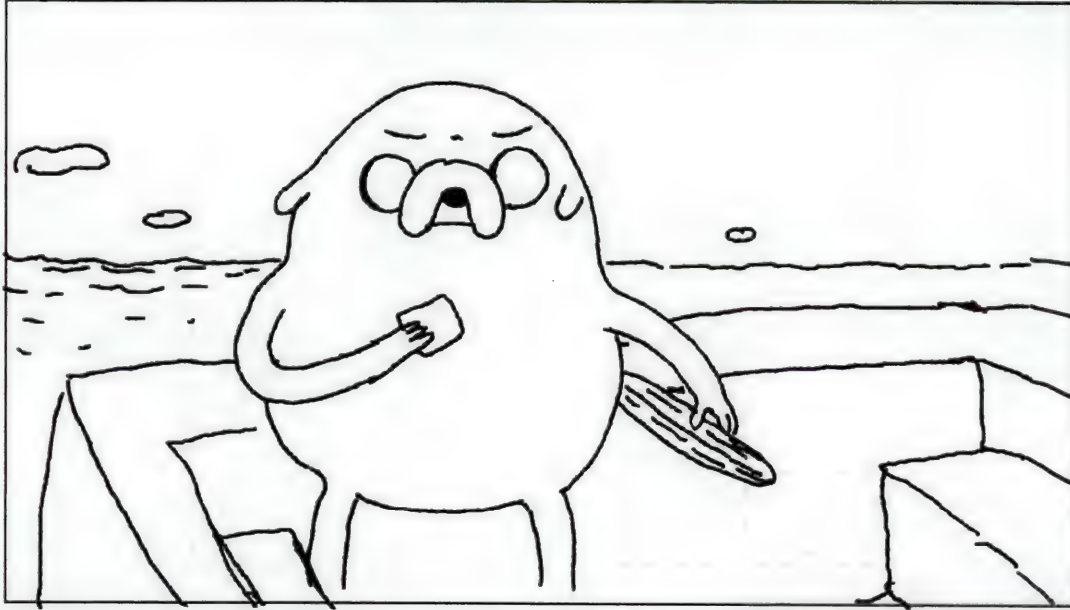
Bg.

day night

Sc. 27 *CONT* Pnl. B

Bg.

day night

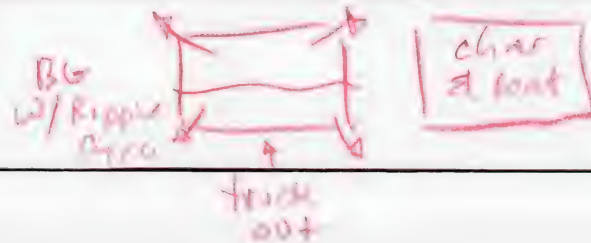


Dialog:

Action:

≡ BEAT ≡

Timing:



Ⓡ EAR into  
4x ~~small~~ small way  
cycle  
w/ card  
shut in

-J. TUCKS CARD UNDER EAR.

NOV 04 2015

Production :

EPISODE #

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1034/238



# ADVENTURE TIME



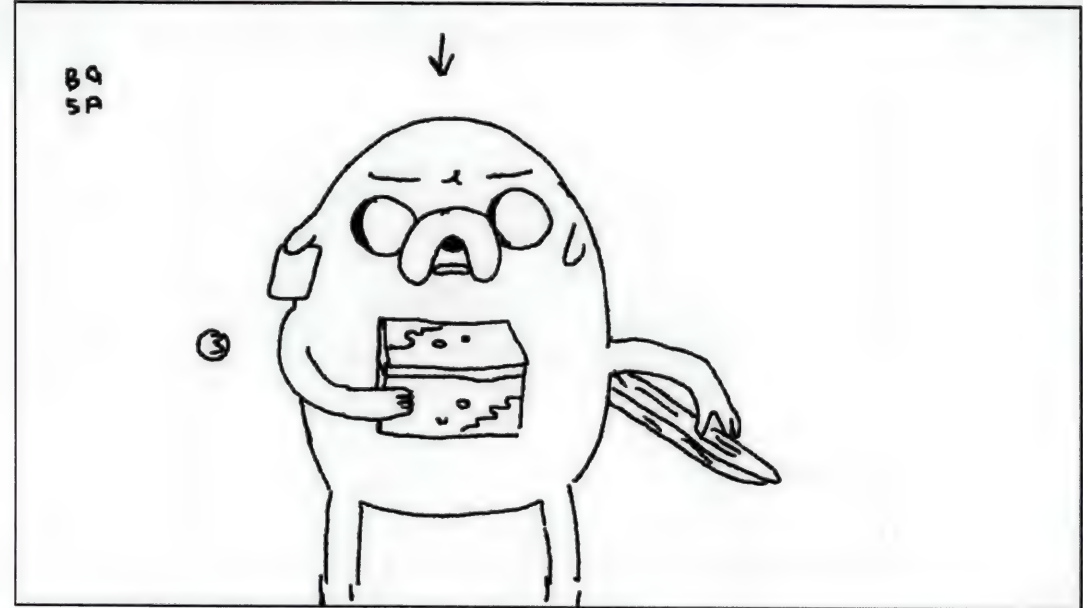
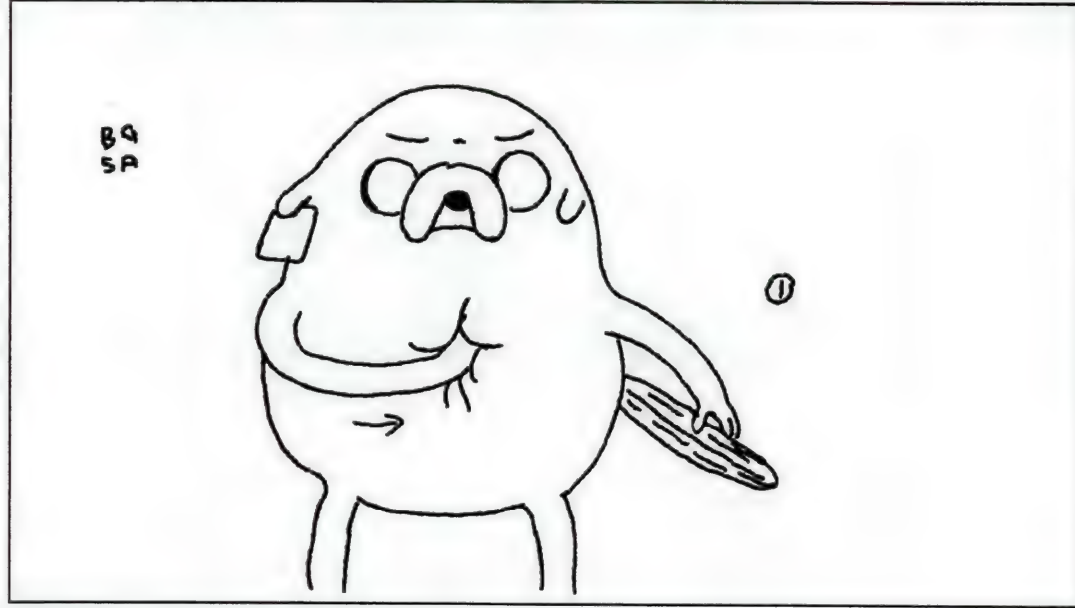
Page 45  
46 NEXT  
day night

Sc. 27 *cont* Pnl. C Bg.

day night

Sc. 27 *cont* Pnl. D Bg.

Bg.

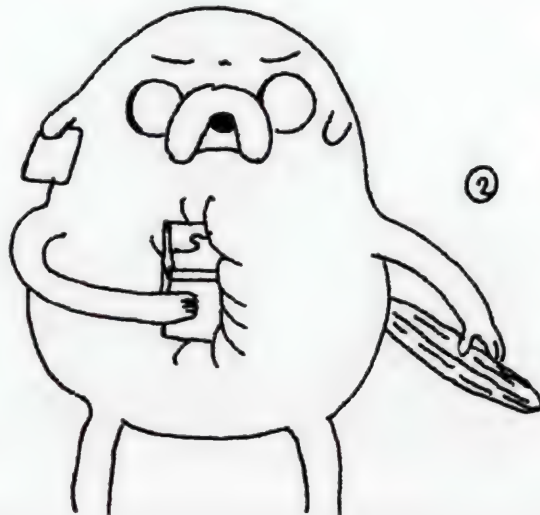


Dialog:

Action:

- J. REACHES  
INTO BODY

Timing:



① CARD WARS :

- JAKE SHRINKS FROM THE MASS OF CARD WARS BEING REMOVED FROM HIS BODY

NOV 04 2015

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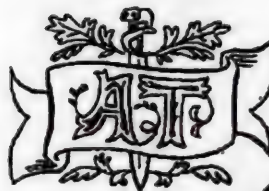
EPISODE #

1034/238

Production :

1034/238

# ADVENTURE TIME



Sc. 28

Pnl. A

Bg.

day night

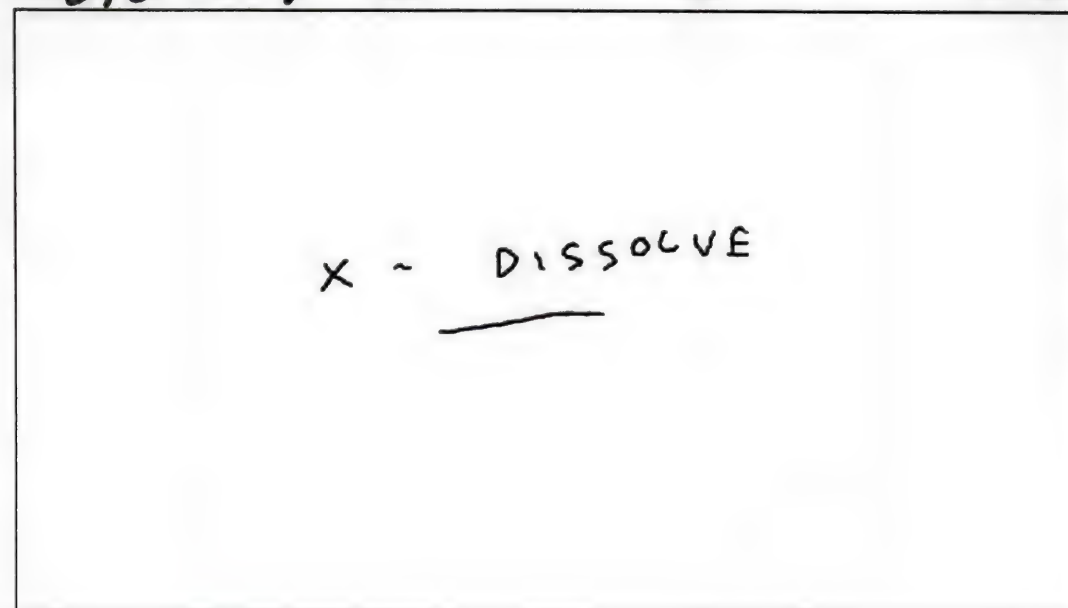
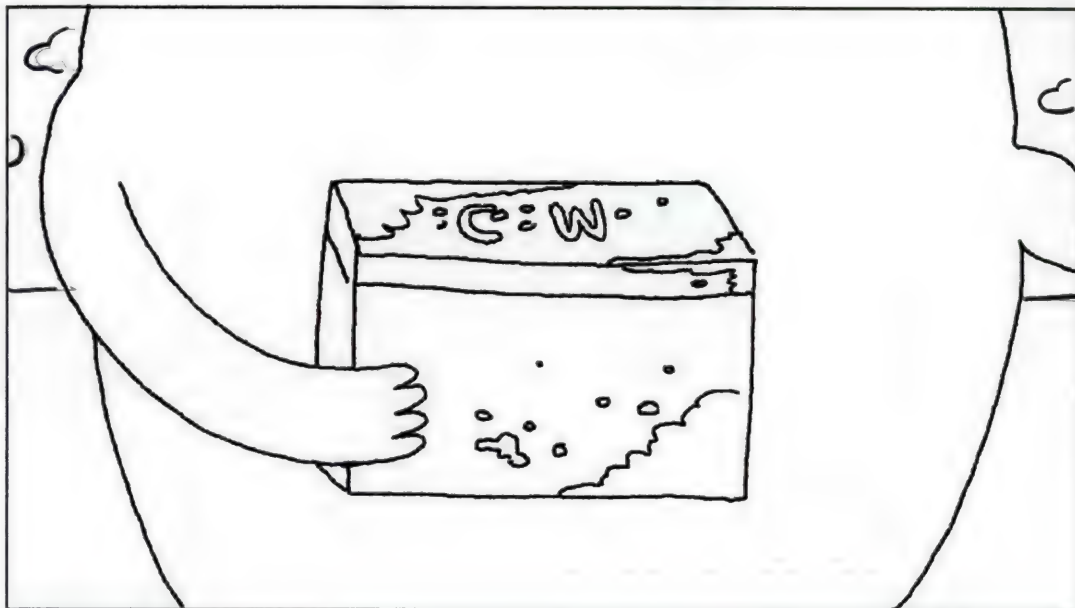
Sc.

28 CONT

Pnl. /

Bg. /

Page 46A  
46B NEXT  
day night



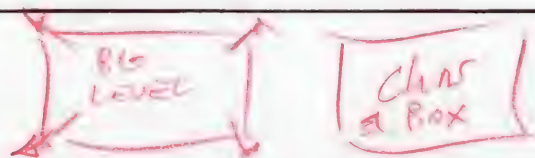
Dialog:

① THE GREAT & VENERABLE - ~~XX~~ X DISS

Action:

NOV 04 2015

Timing:



truck out

EPISODE # 1034-238

Production :

1034/238



# ADVENTURE TIME



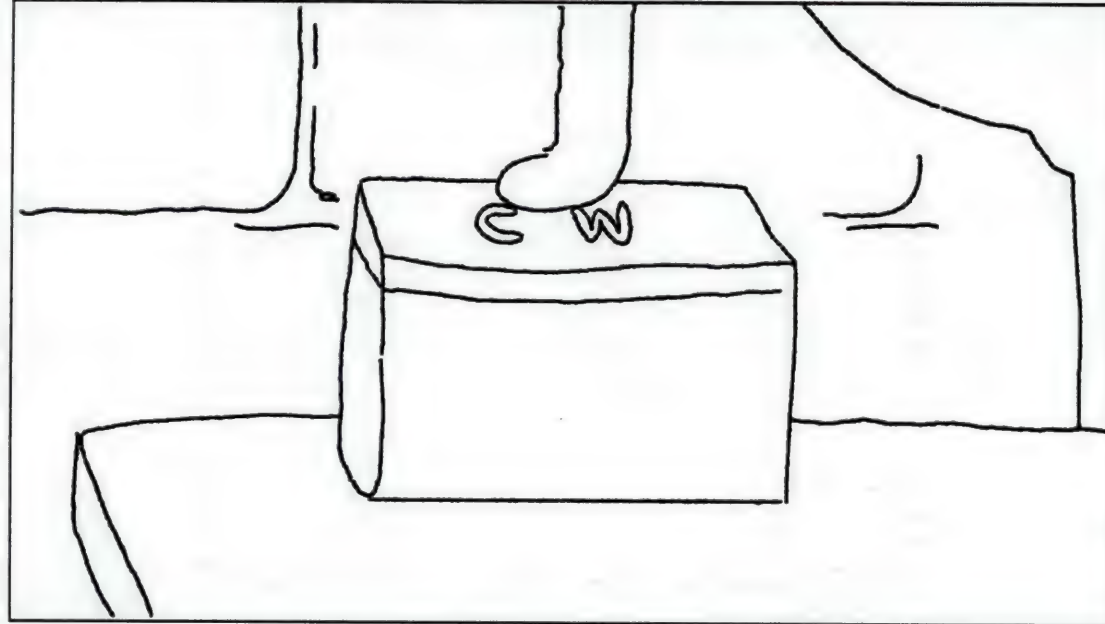
Page 46 B  
47 NEXT  
day night

Sc. 29

Pnl. A

Bg.

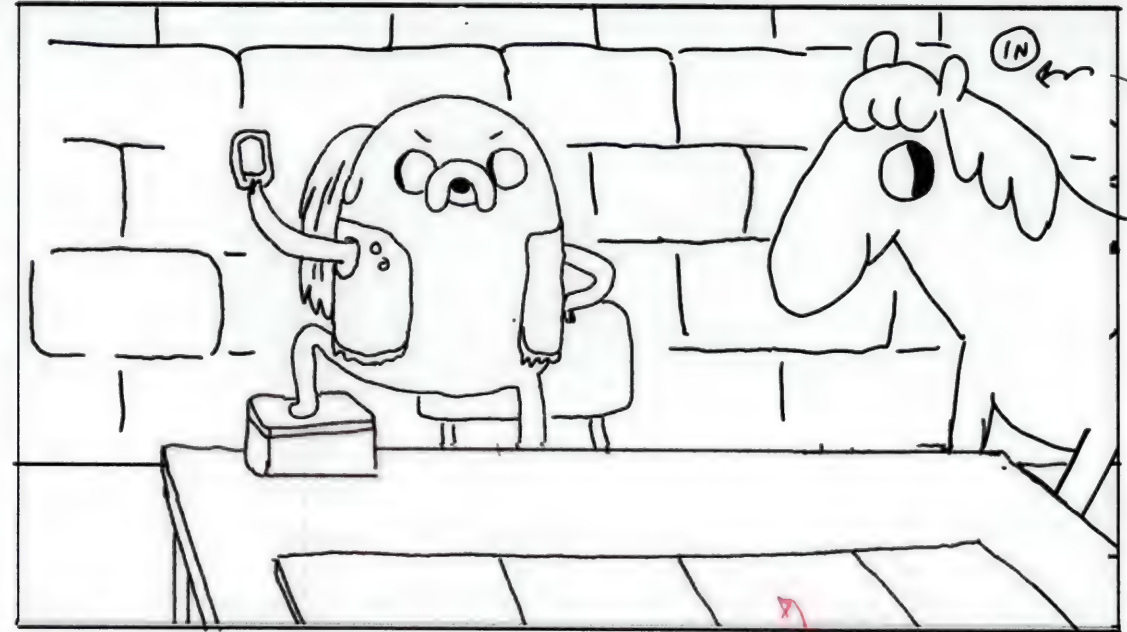
day night



Sc. 30

Pnl. 4

Bg.



Dialog:

① V/O)  
(CONT.) GAME OF OLD

Action:

-MONIKER WALKS ON/S.

Timing:

- BG - THAT WHITE PAINTED CINDER BLOCKS ,

LIKE IN A SCHOOL GYM.

NOV 04 2015

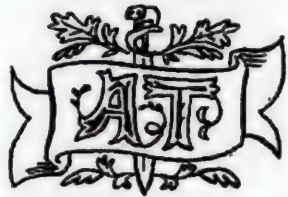
EPISODE # 1034-238

1034/238

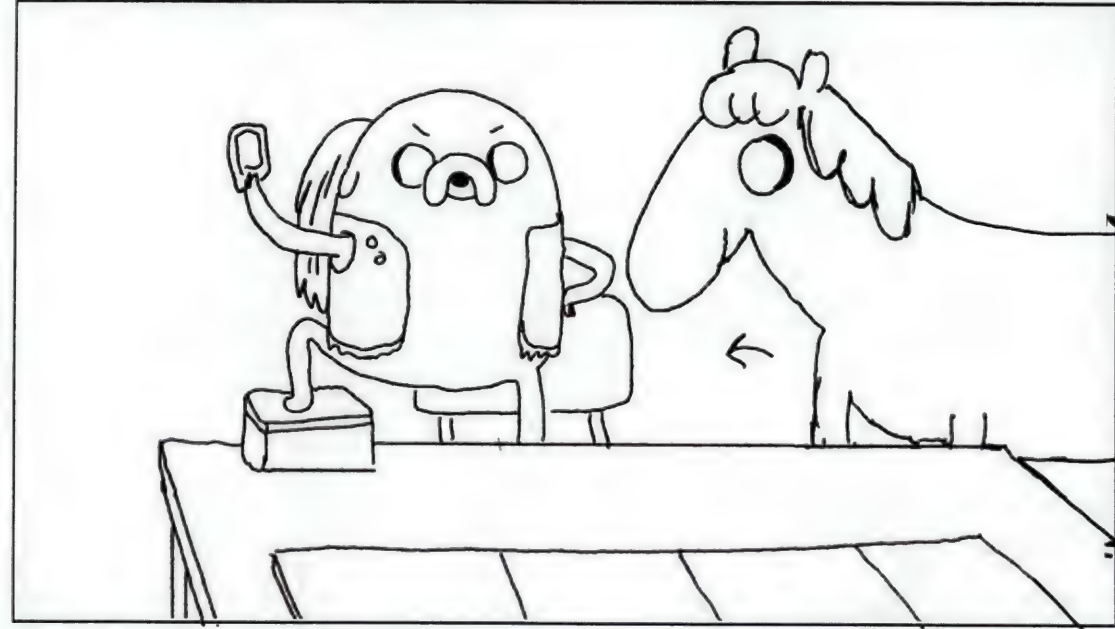
Production :

1034/238

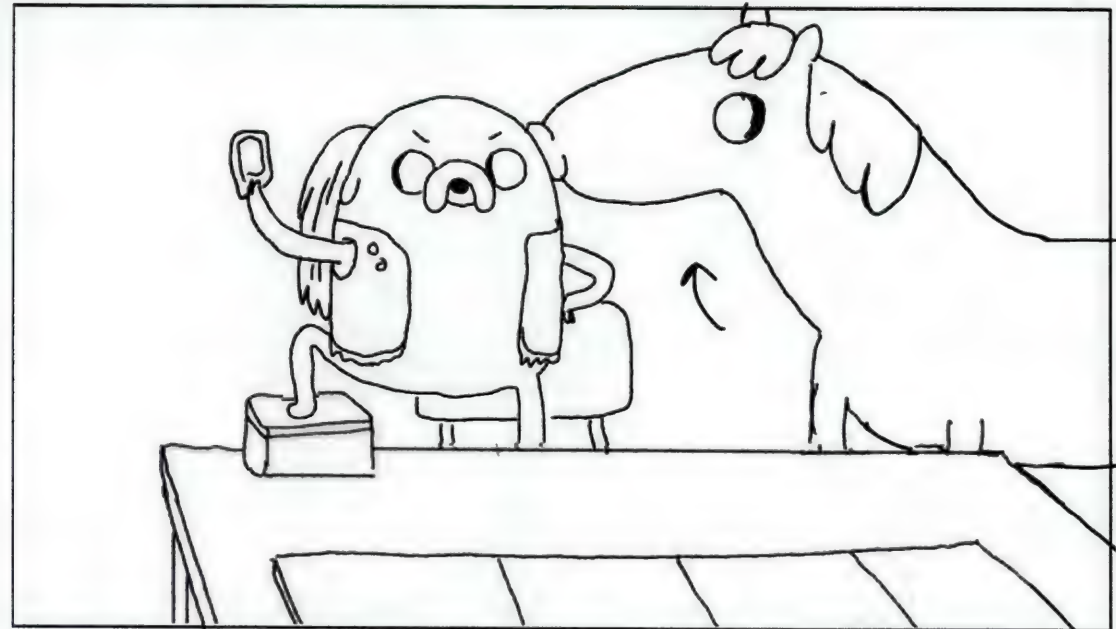
ADVENTURE TIME



Sc. 30 *CONT* Pnl. B Bg. day night



Sc. 30 *CONT* Pnl. C Bg. day night



Dialog:		
Action:	-MONKER KISSES JAKE.	NOV 04 2015
Timing:		

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Production :



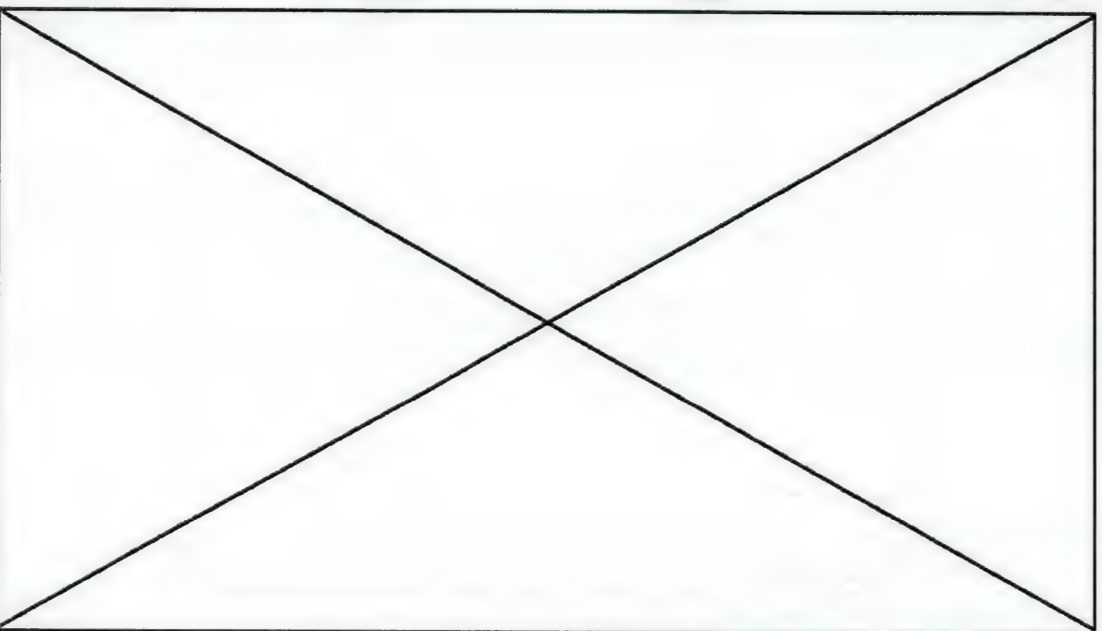
ADVENTURE TIME



Sc. 30 *cont* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

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EPISODE #

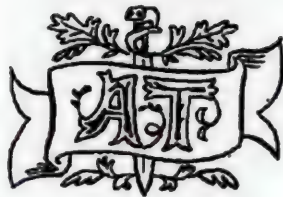
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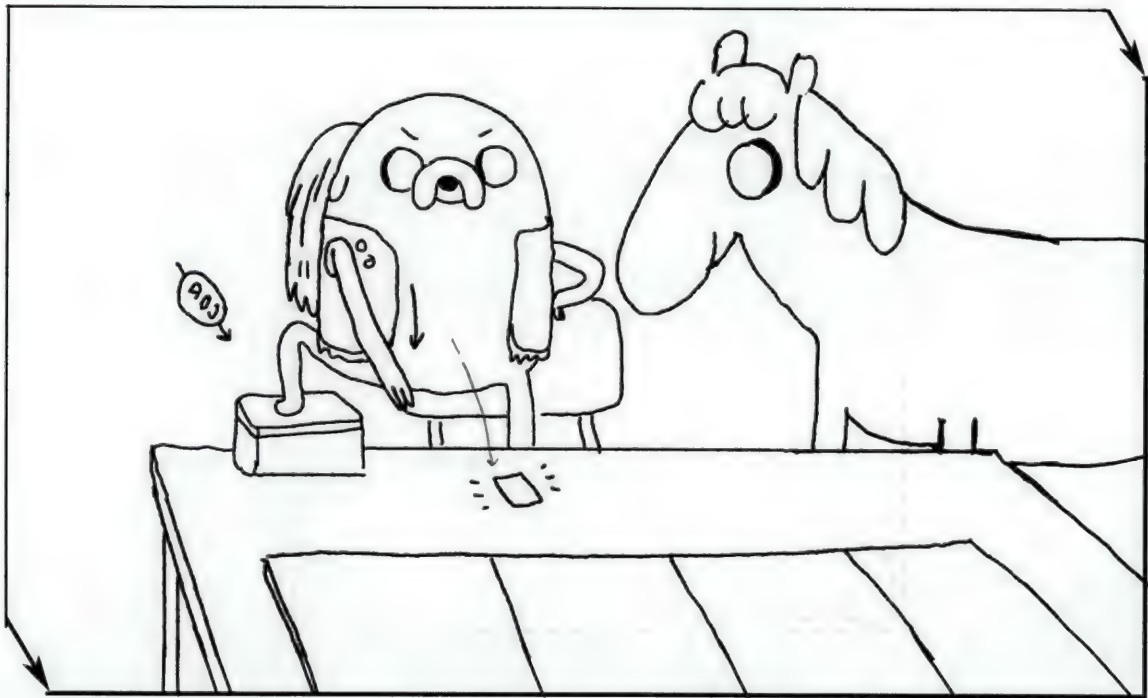


Sc. 30 *CONT*

Pnl. F

Bg.

day night



*Diag Pan*

STOP

Dialog:

Action:

J/ It combines the MECHANICS OF -

NOV 04 2015

-J. SLAPS DOWN CARD. -ADJ. W/ ACTION.

Timing:

EPISODE #

Production :

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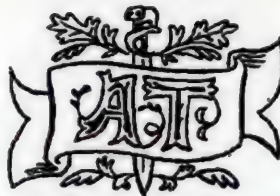
1034/238

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1034/238

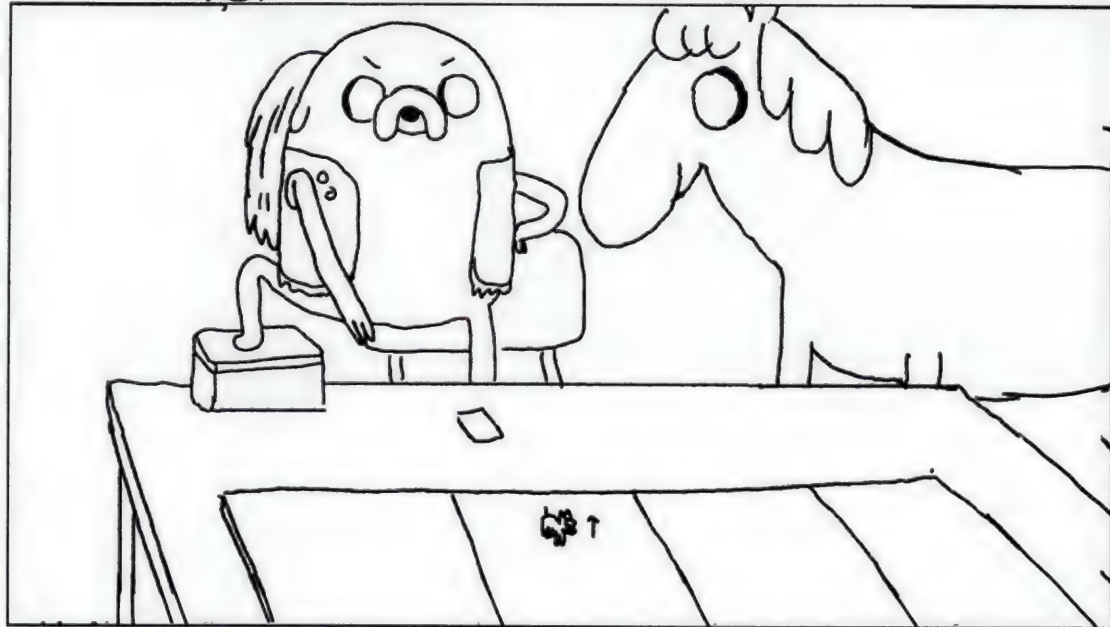


# ADVENTURE TIME

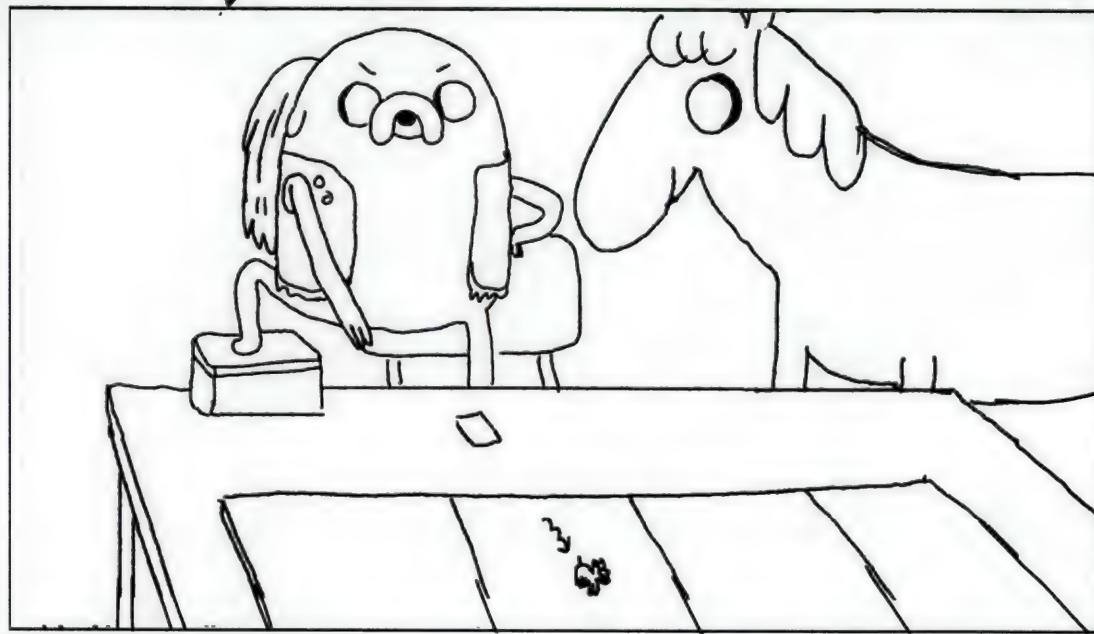


Page 50

Sc. 30 *cont* Pnl. F Bg. day night



Sc. 30 *cont* Pnl. G Bg. day night



Dialog:

Action:

- COOL DOG RISES FROM GAME BOARD.

- COOL DOG WALKS FORWARD

NOV 04 2015

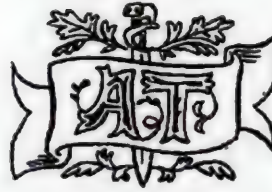
Timing:

EPISODE # 1034-238

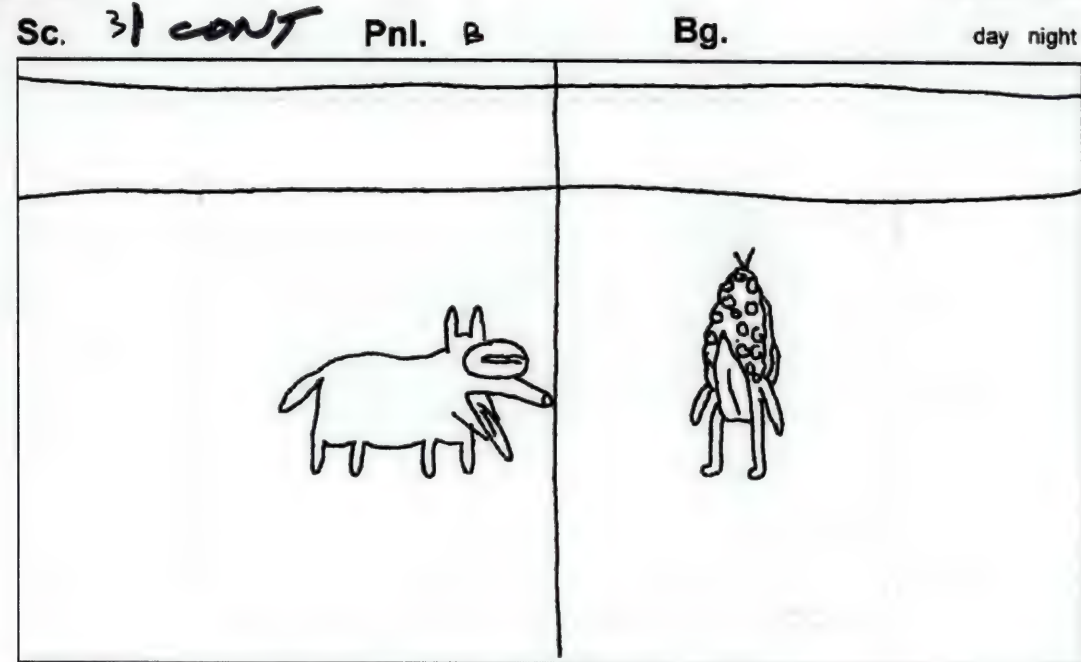
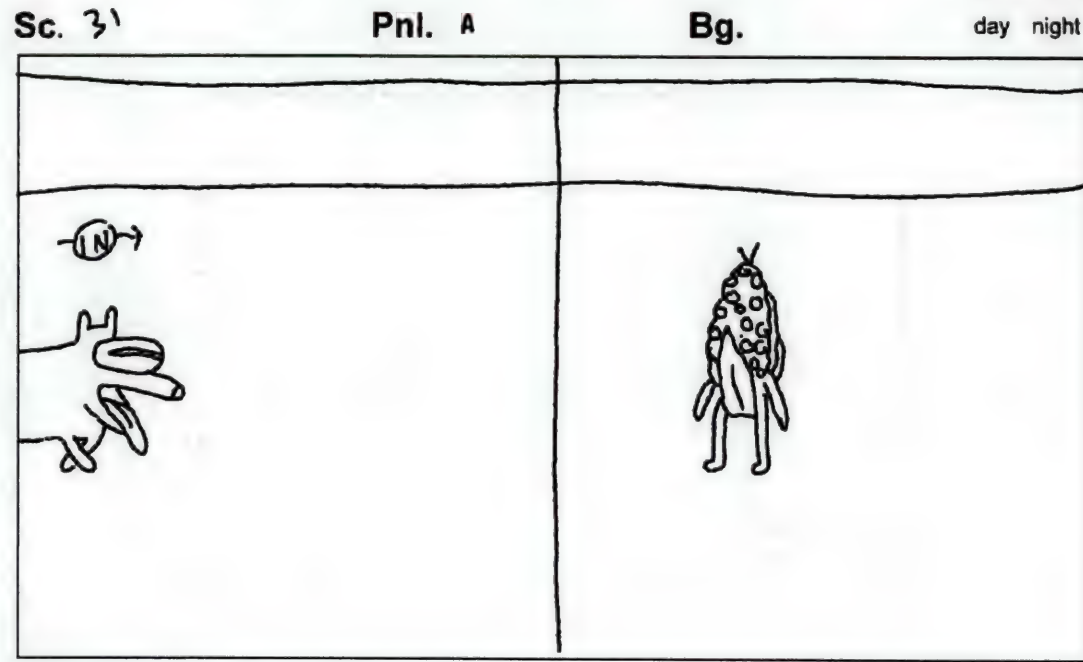
Production :

1034/238

# ADVENTURE TIME



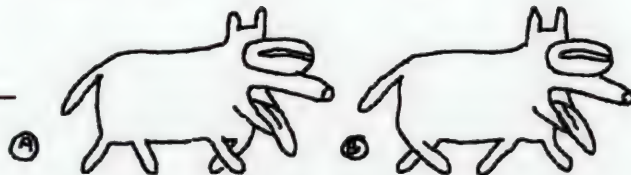
Page S 1



Dialog:

Action: - COOL DOG WALKS ON/S.

Timing:



NOV 04 2015

Production :

EPISODE # 1034-238

1034/238

1034/238

1034/238



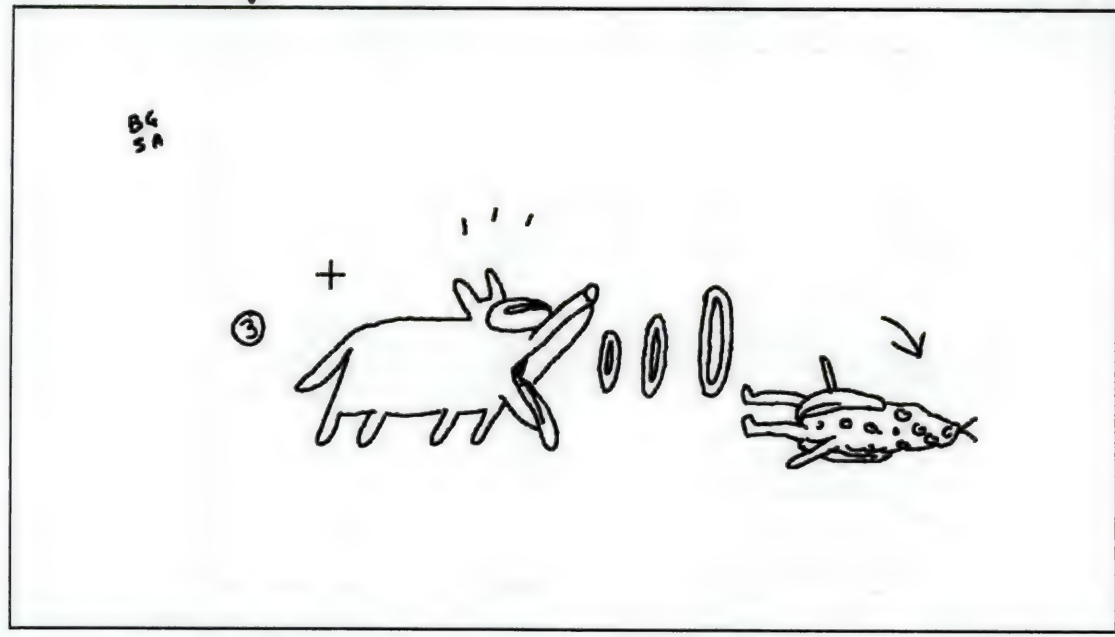
1034/238

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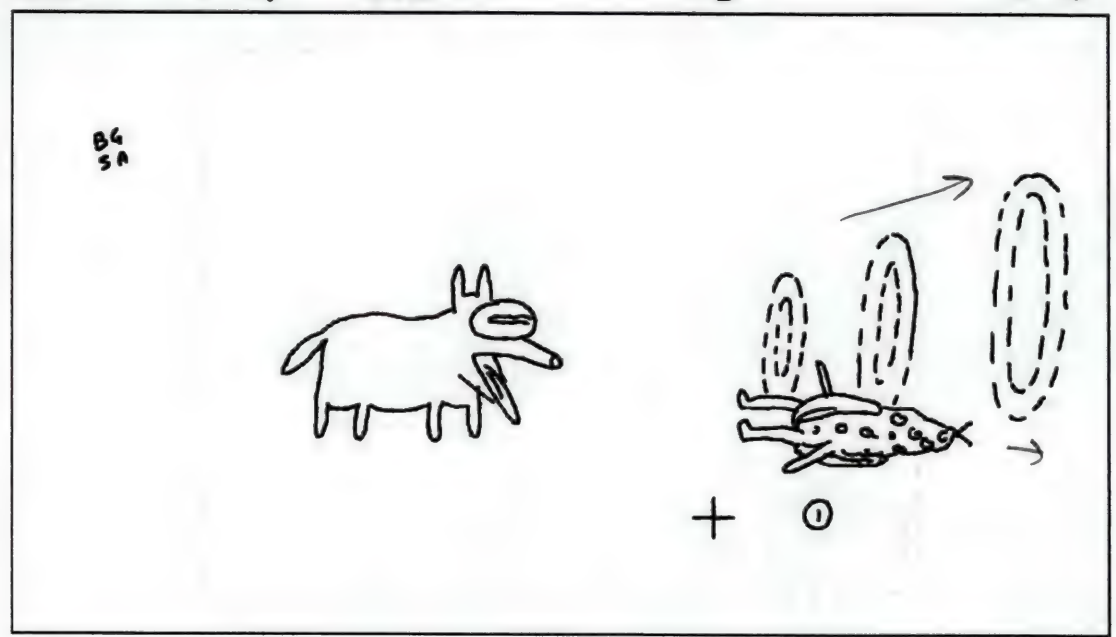
# ADVENTURE TIME



Sc. 31 *CONT* Pnl. c Bg. day night



Sc. 31 *CONT* Pnl. d Bg. day night



Dialog:

Q SIMULATED COMBAT.

Action:



- COOL DOG SHOOT  
BEAM AT CORN +  
GUY



Timing:

NOV 04 / 06

Production :

EPISODE # 1034-238

1034/238

1034/238

ADVENTURE TIME

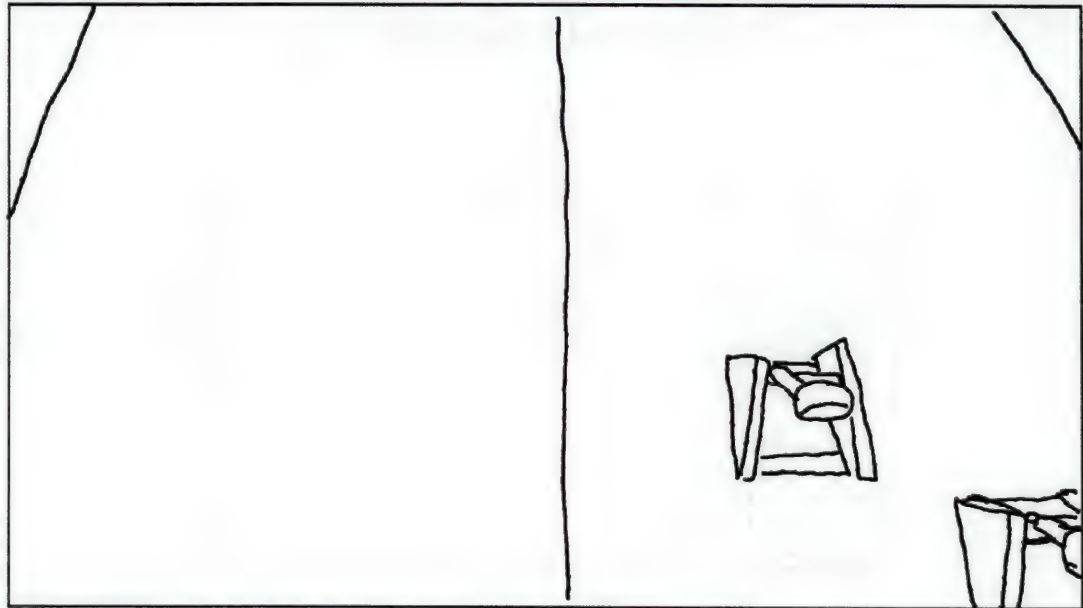


Sc. 32

Pnl. A

Bg.

day night

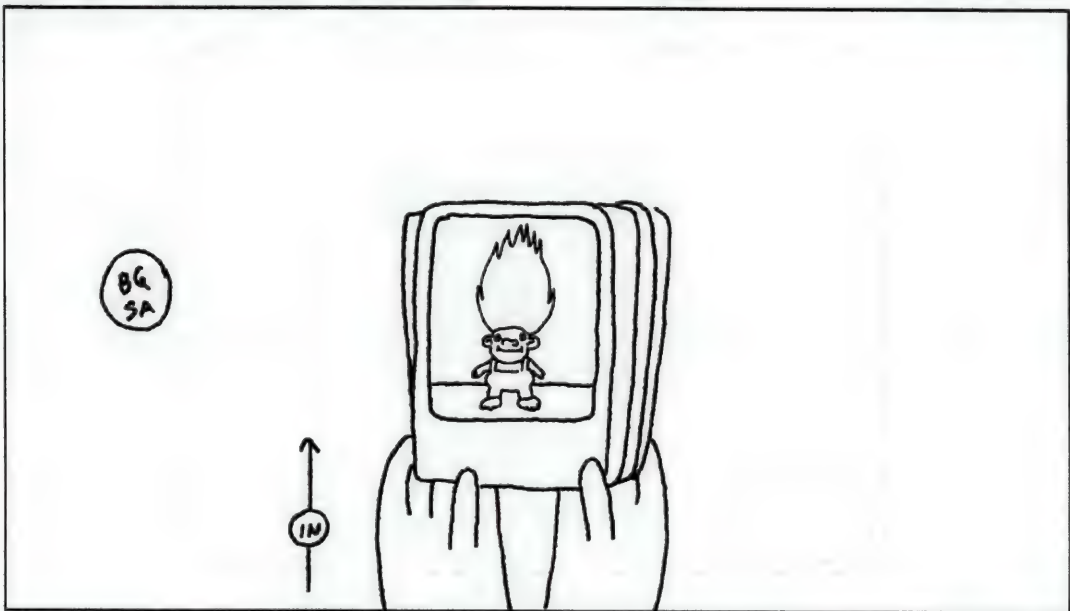


Sc. 32 *cont*

Pnl. B

Bg.

day night



Dialog:

Q/ - HAND MANAGEMENT -

Action:

< GAME PLAY MONTAGE >

- J. RAISES HAND ON/S

NOV 04 2015

Timing:

1034-238  
EPISODE #

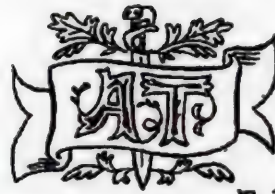
Production :

1034/238

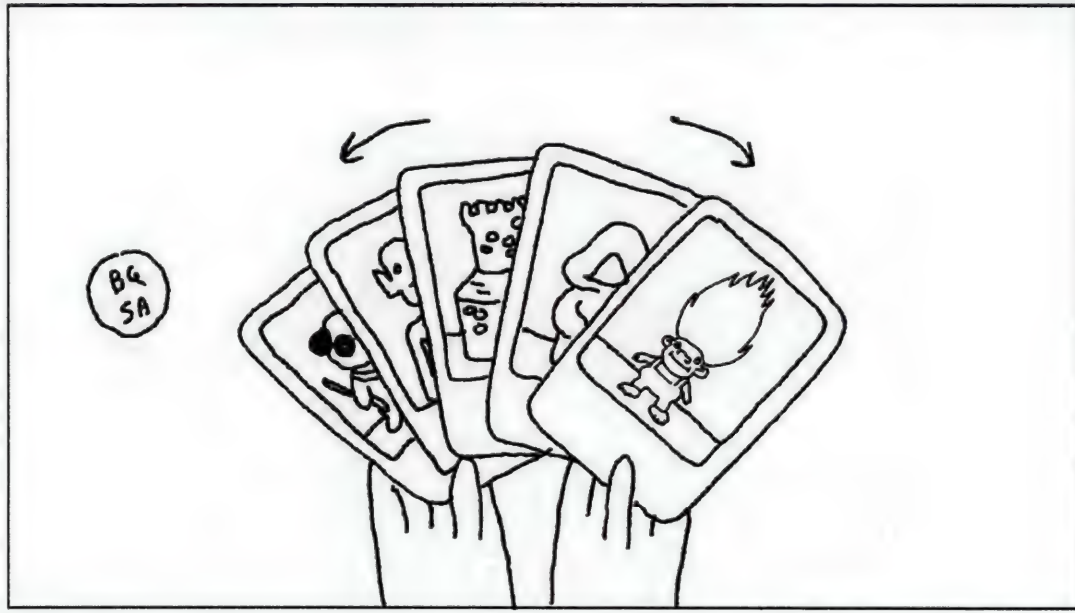
1034/238



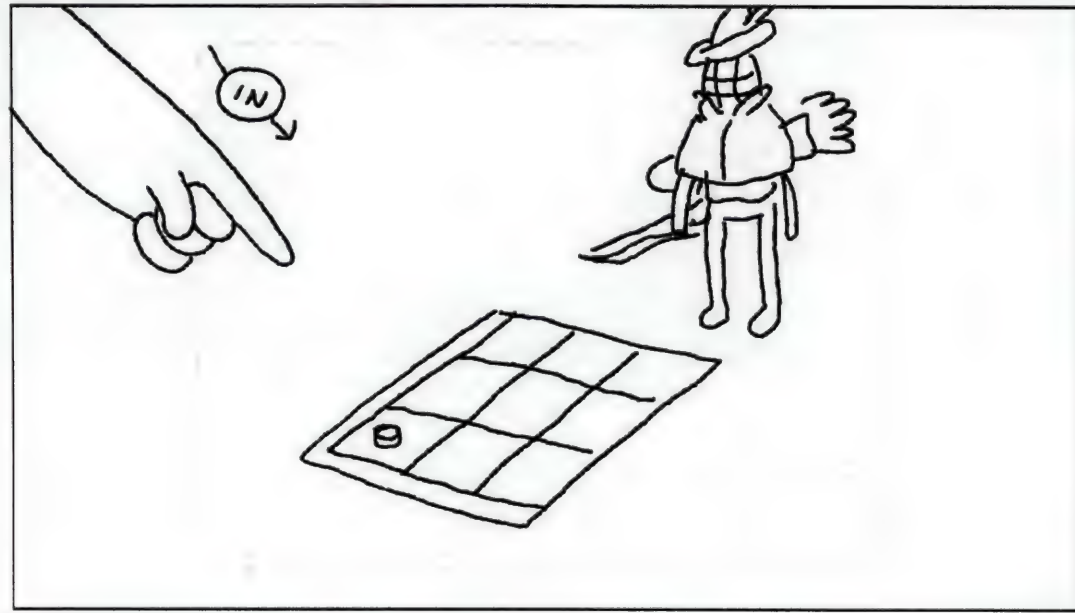
ADVENTURE TIME



Sc. 32 *CONT* Pnl. c Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:	
Action:	- J. FANS OUT CARDS. - J'S HAND COMES ON/S.
NOV 0 4 2015	
Timing:	

1034-238 EPISODE # 1034/238 Production :

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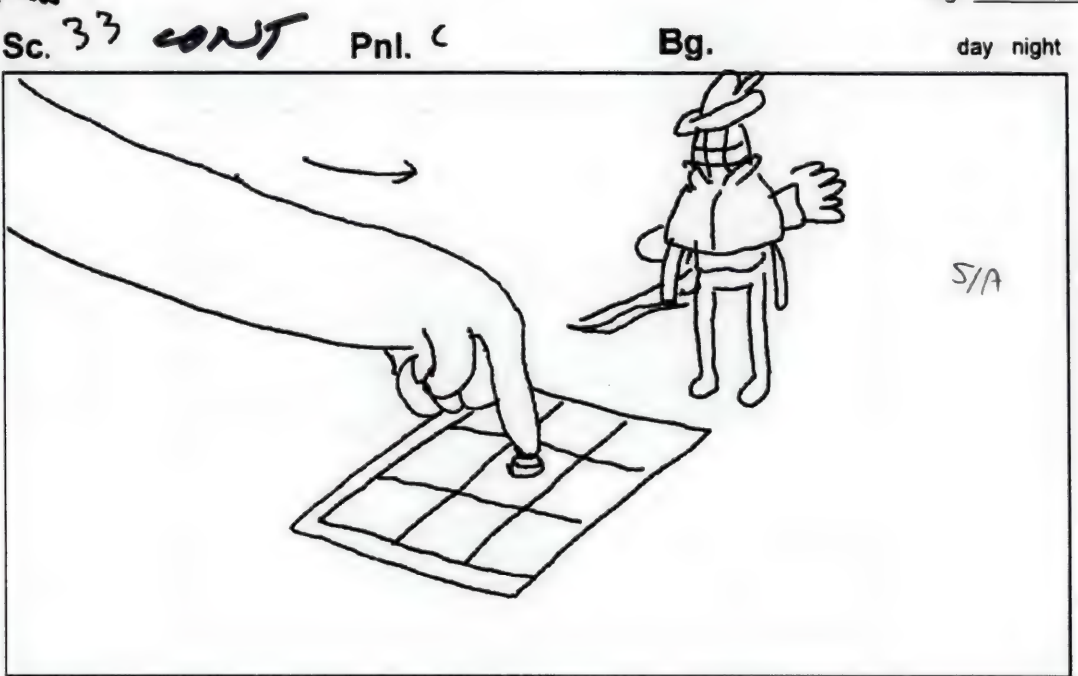
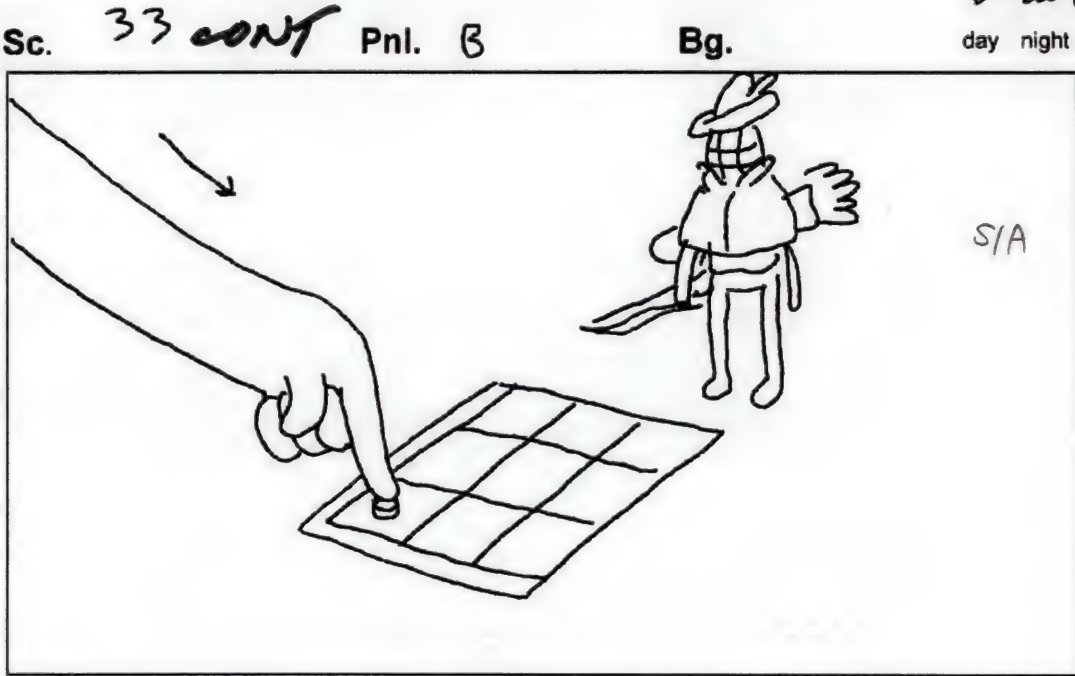
1034/238

1034/238

ADVENTURE TIME



Page SS



Dialog:	<i>U - COMMODITY SPECULATION -</i>
Action:	<i>-J. SHIFTS COIN TOWARDS CENTER OF GRID.</i> NOV 04 2015
Timing:	

1034-238

EPISODE #

Production :

1034/238

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1034/238



# ADVENTURE TIME



Page 56

Sc. 34

Pnl. A

Bg.

day night

Sc. 34 *cont*

Pnl. B

Bg.

day night



Dialog:

① - WORKER PLACEMENT -

Action:

NOV 04 2015

Timing:

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EPISODE #

1034/238

Production :

1034/238

1034/238

# ADVENTURE TIME



Page S7  
**No 1850**  
day night

Sc. 34 *cont* Pnl. c

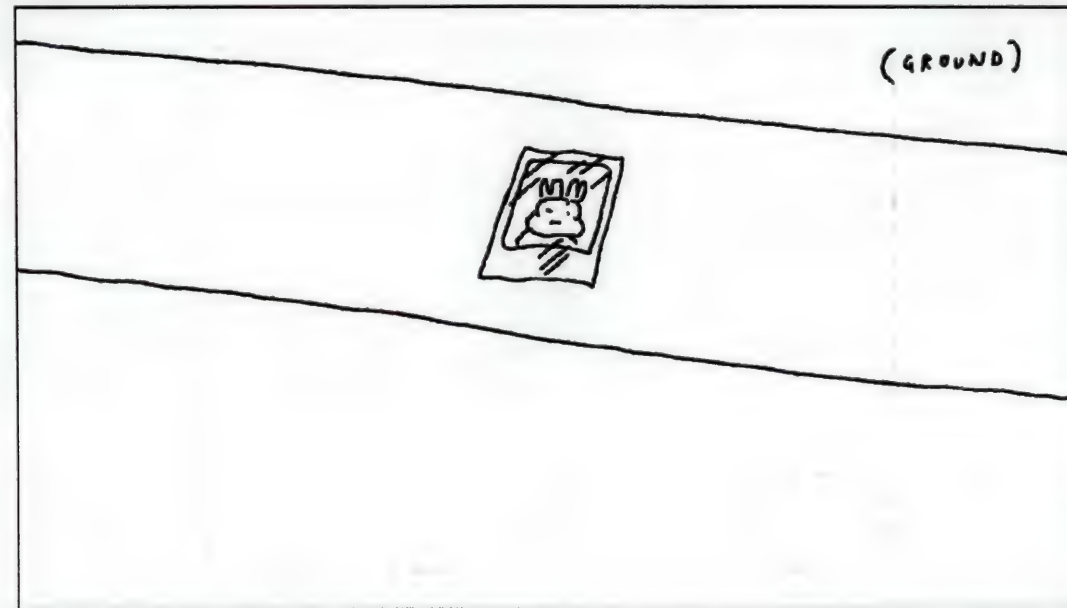
Bg.

day night

Sc. 35

Pnl. A

Bg.



Dialog:

Action:

Timing:



← ANCIENT SCHOLAR  
BUMPS CORN GUY  
OFF PEDESTAL W/ HIP.

(GOLDEN CARD.)

NOV 04 2015

Production :

EPISODE # 1034-238

1034/238

1034/238



# ADVENTURE TIME



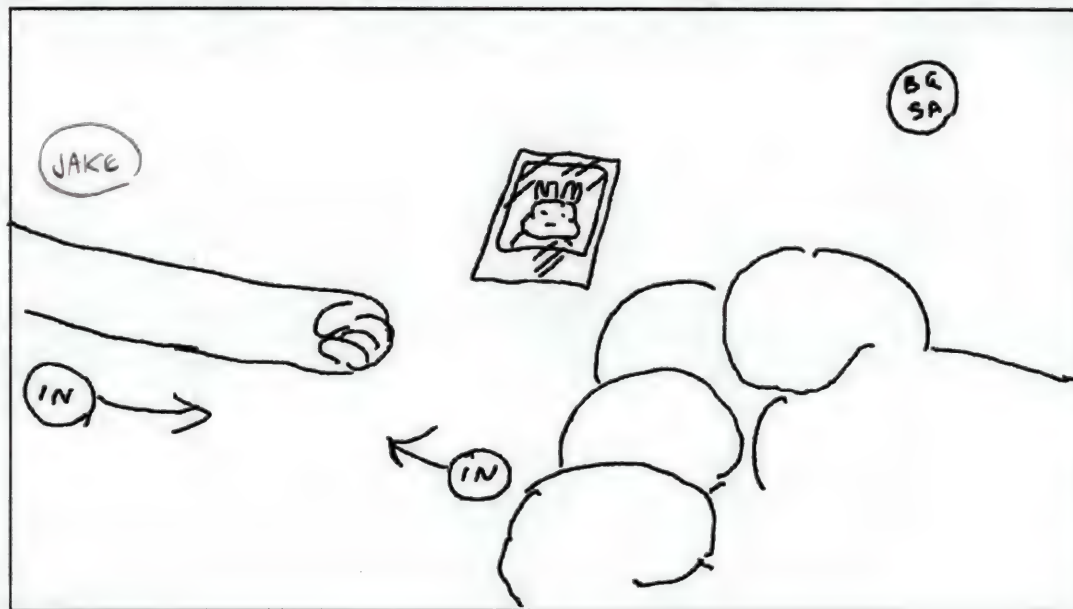
Page 59

Sc. 35 *cont*

Pnl. B

Bg.

day night

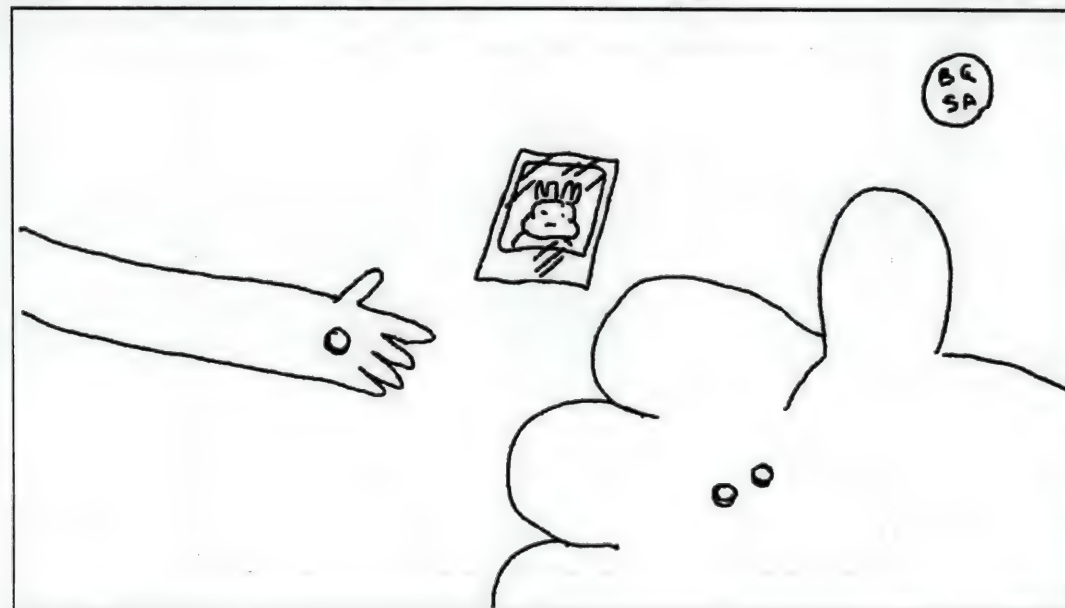


Sc. 35 *cont*

Pnl. C

Bg.

day night



Dialog:

① BLIND AUCTIONING

Action:

- JAKE AND GRAND PRIX'S HANDS COME ON/S.

- THEY BOTH OPEN THEIR HANDS

NOV 04 2013

Timing:

EPISODE # 1034-238

Production :

1034/238

1034/238

# ADVENTURE TIME



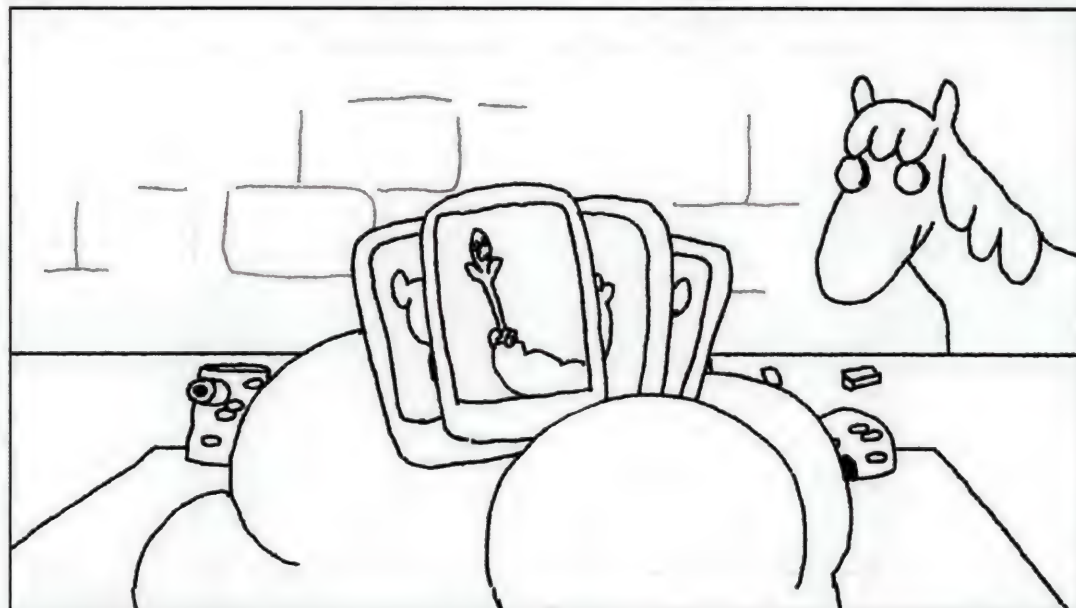
Page 60

Sc. 36

Pnl. A

Bg.

day night

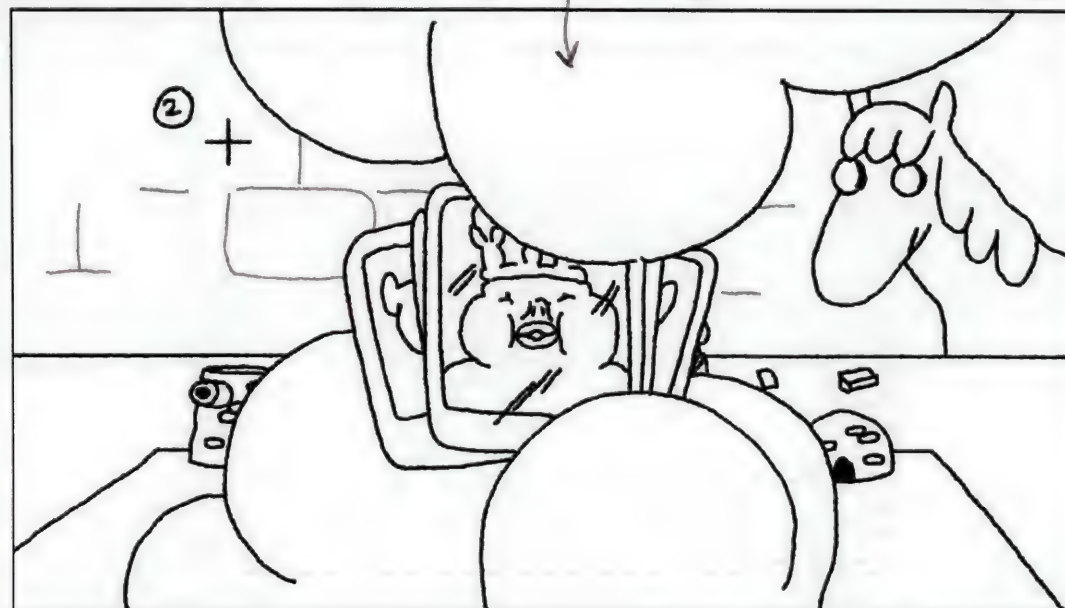


Sc. 36 cont

Pnl. B

Bg.

day night



Dialog:

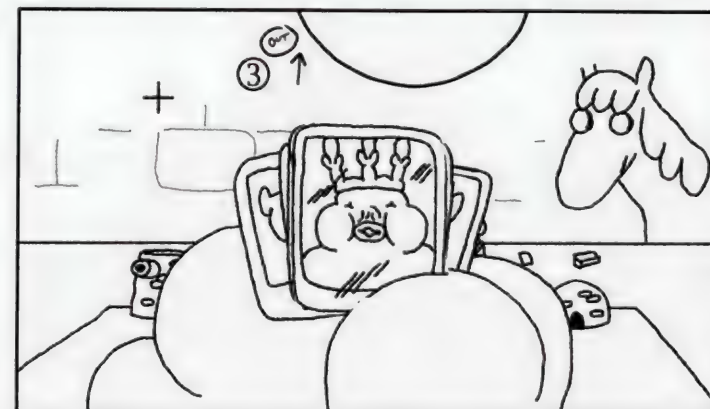
(V/A)  
J - AND -

NOV 04 2015

Action:

Timing:

+



Production :

1034-238

EPISODE #

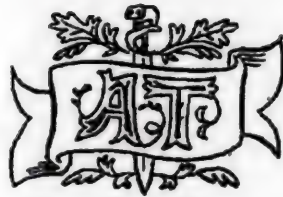
1034/238

1034/238



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ADVENTURE TIME



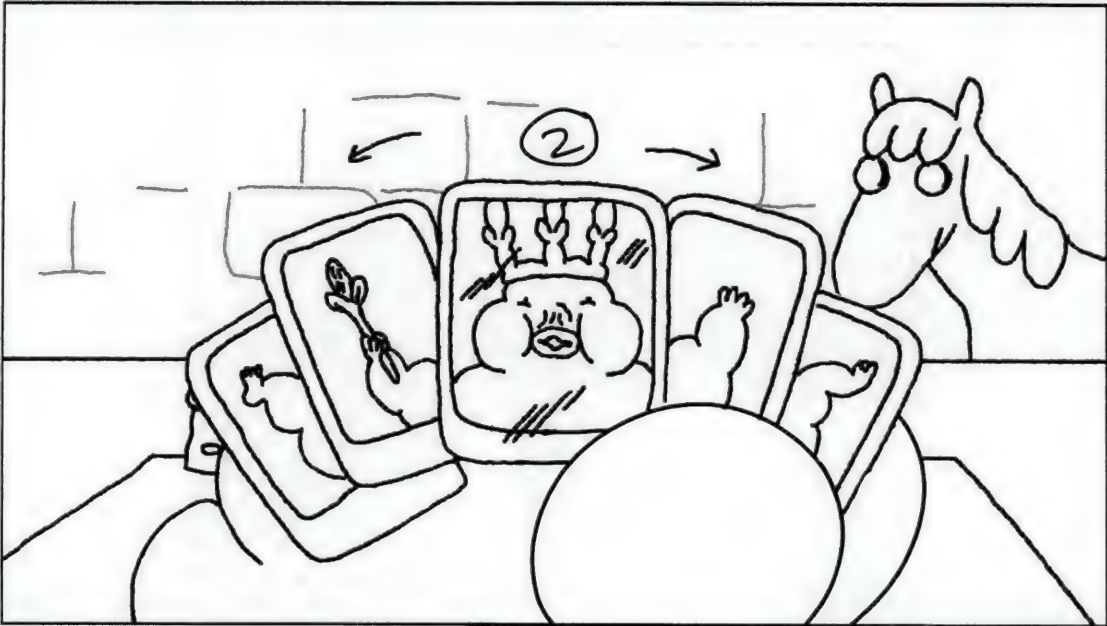
Page 61  
GIA NEXT  
day night

Sc. 36 CONT

Pnl. C

Bg.

day night



Sc. 36 CONT

Pnl. D

Bg.



Dialog

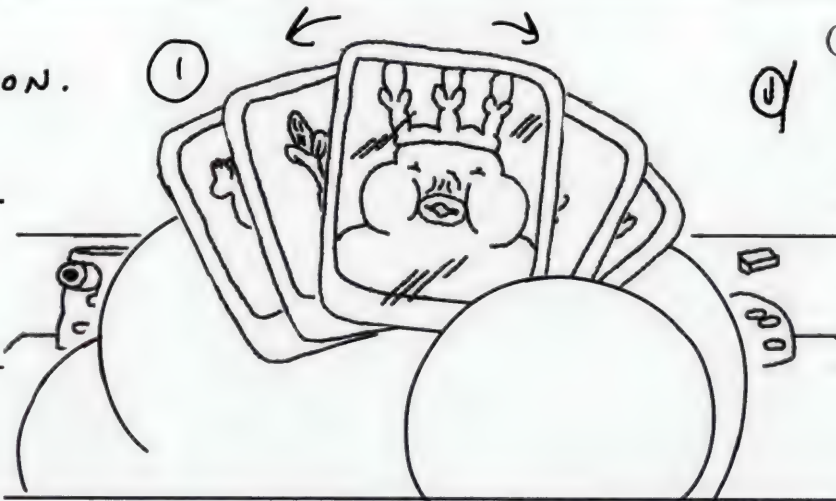
(V/o)

① - SET COLLECTION.

Action:

- G.P. FANS OUT CARDS.

Timing:



(V/o)

① IT IS THE KING  
AND THE QUEEN OF TABLETOP GAMES.

NOV 01 2015

EPISODE # 1034-238

1034/238

Production :

1034/238

# ADVENTURE TIME



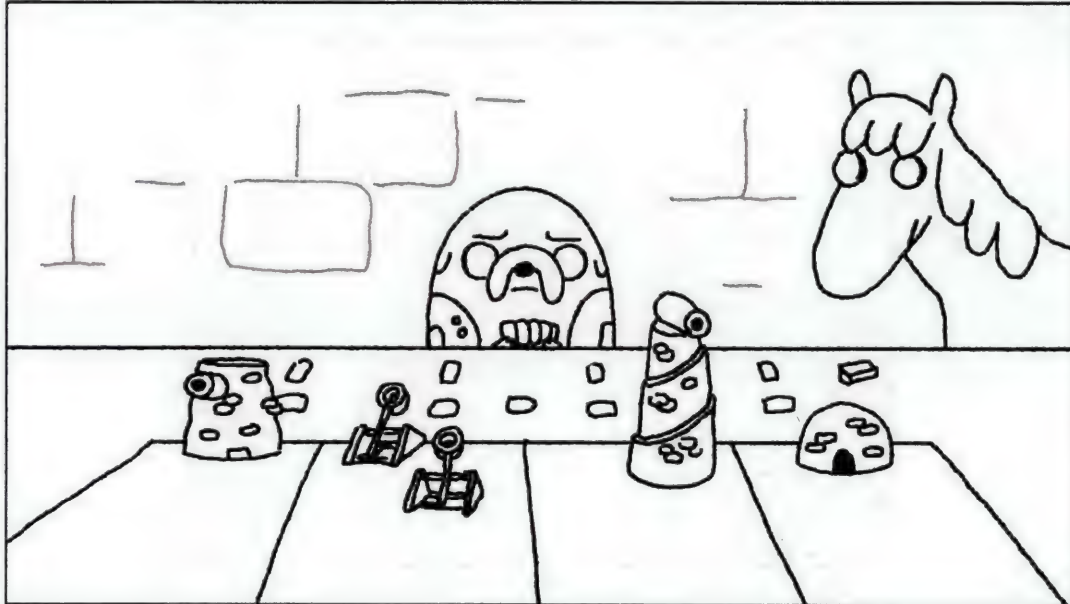
Page 61A  
C2 NEXT  
day night

Sc. 36 *cont*

Pnl. E

Bg.

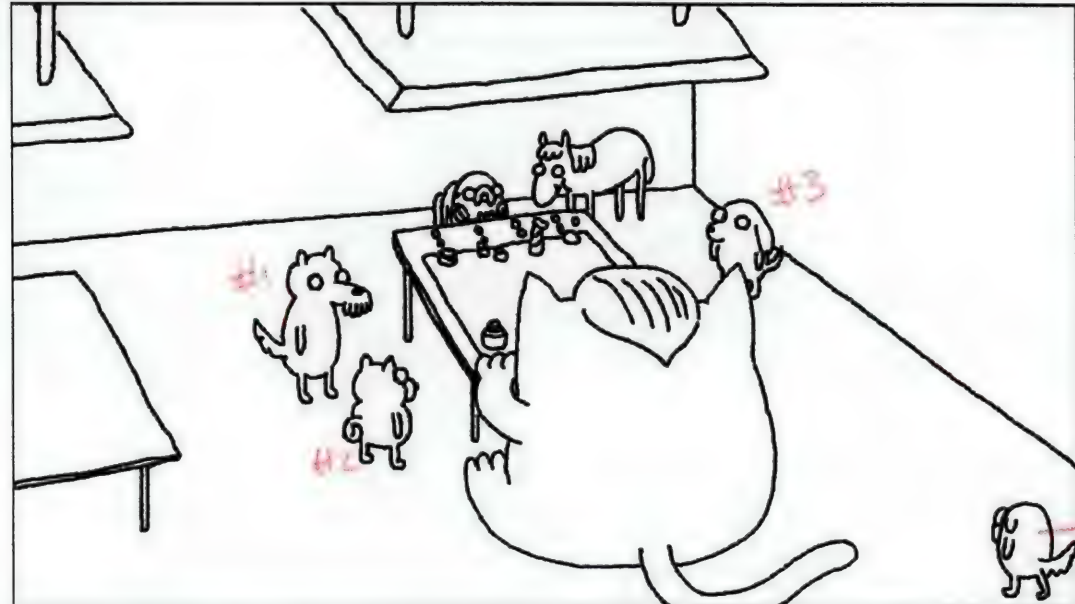
day night



Sc. 37

Pnl. A

Bg.



Dialog:

① 1/6 BATTLE HAPPENS IN ONE OF  
4 COMBAT LANES.

Action:

NOV 04 2015

Timing:

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EPISODE #

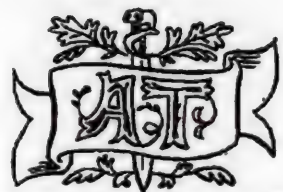
1034/238

Production :

1034/238

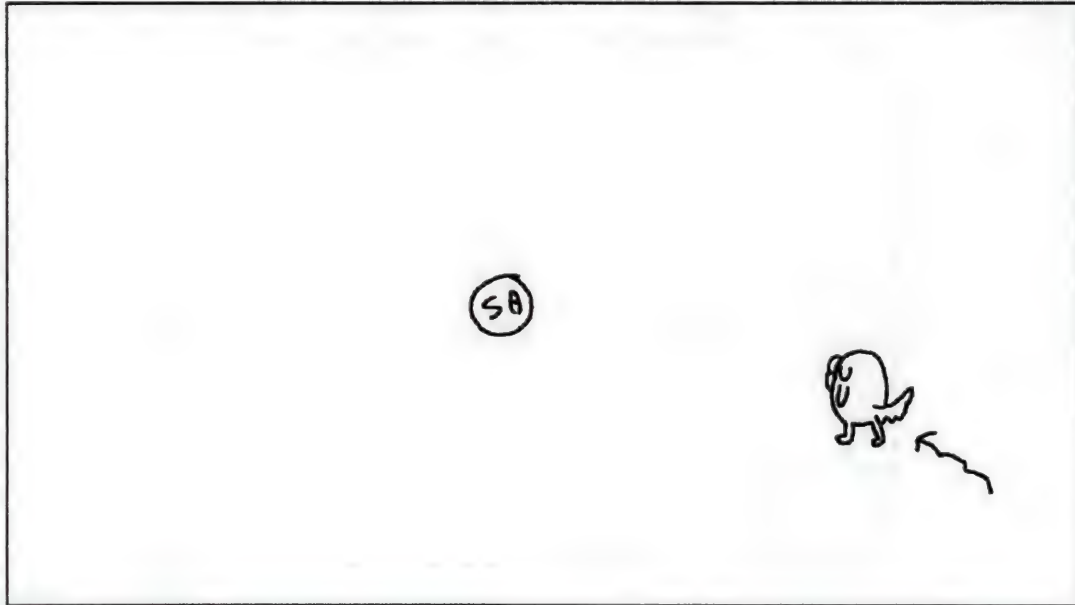


ADVENTURE TIME

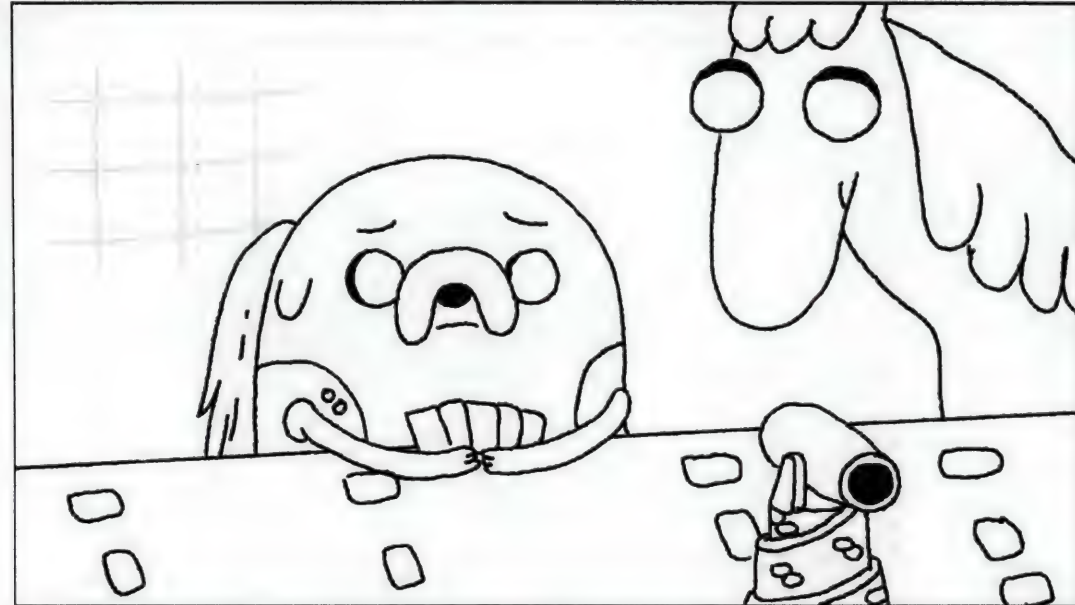


Page 62

Sc. 37 *cont* Pnl. 2 Bg.



day night Sc. 38 Pnl. A Bg.



Dialog:	① (v/o) EACH DERIVING ITS POWER FROM --
Action:	-DOG GETS CLOSER TO GAME. NOV 04 2019
Timing:	

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EPISODE #

1034/238

Production :

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1034/238

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ADVENTURE TIME



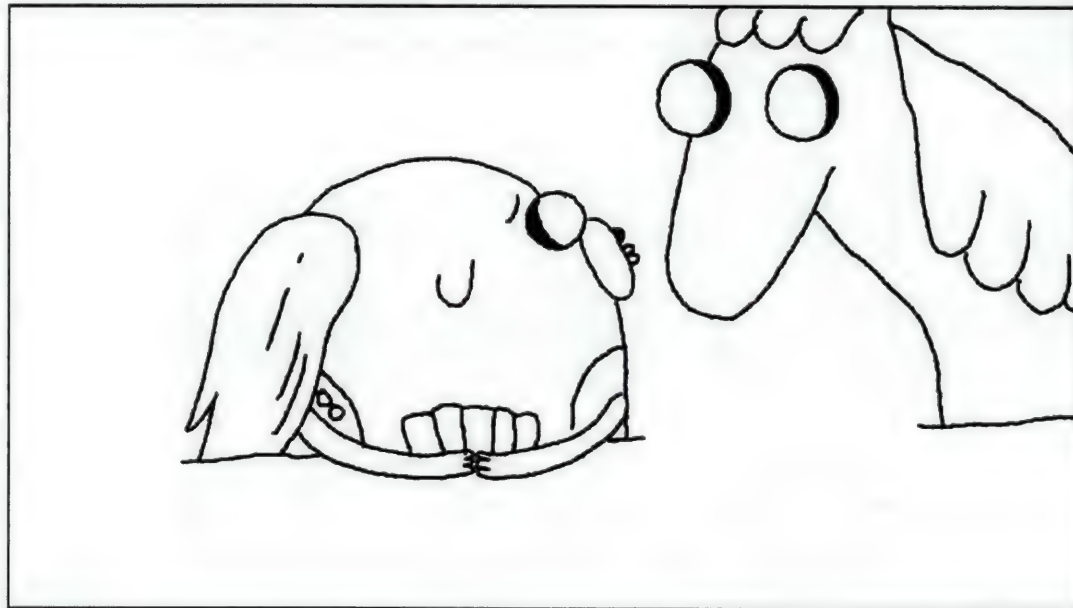
Page 63

Sc. 38 *cont*

Pnl. B

Bg.

day night

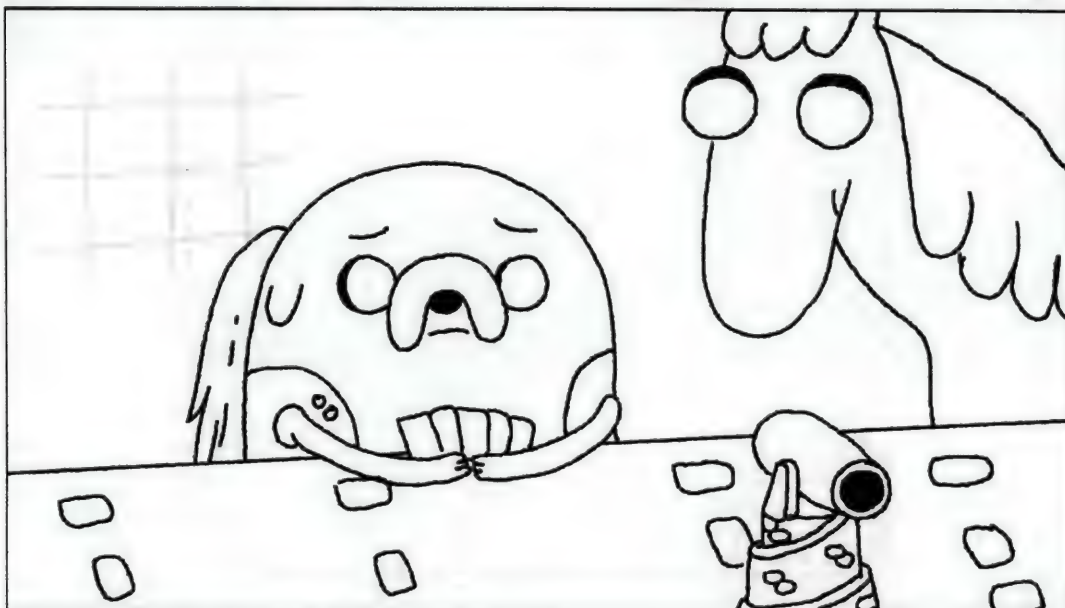


Sc. 38 *cont*

Pnl. C

Bg.

day night



Dialog: (v/o)

①

ONE

OF

SIXTEEN

THEMED

ELEMENTS :

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

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1034/238

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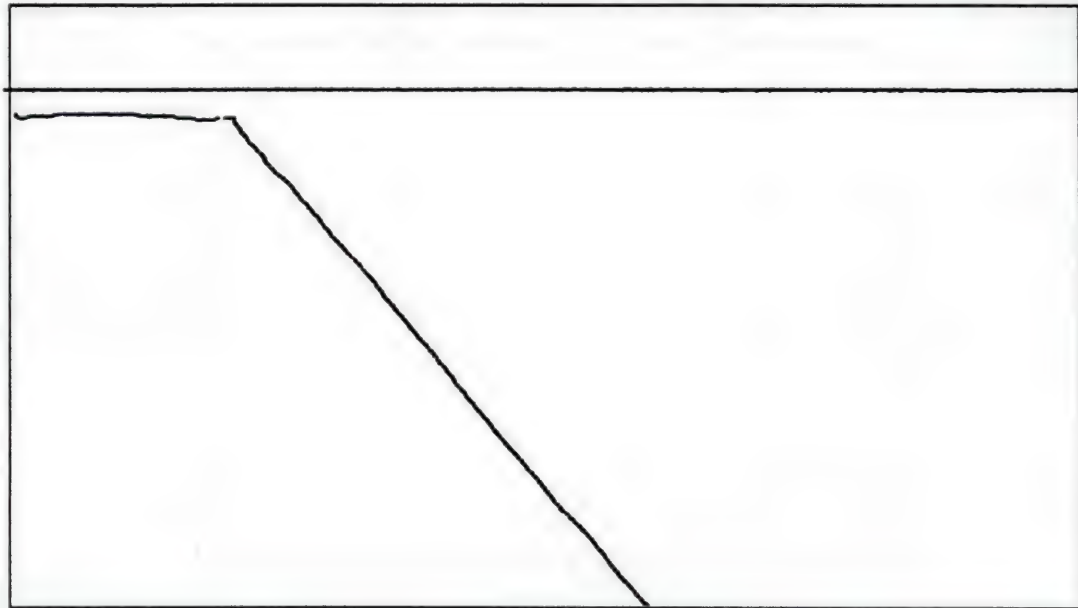
1034/238



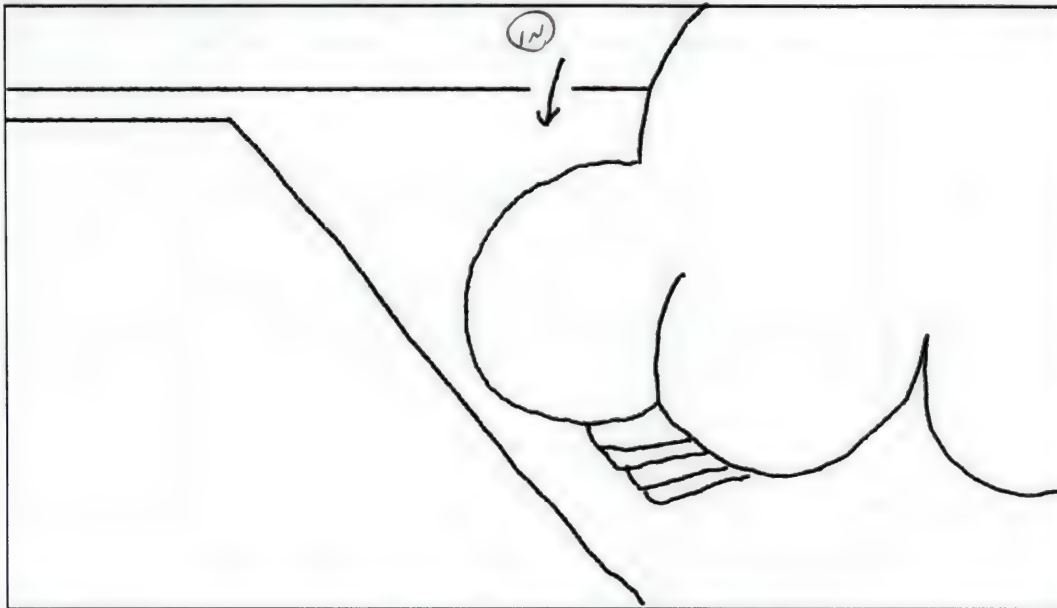
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 CONT Pnl. B Bg. day night



Dialog:
(J) (v/o) CORN, LEARNING, --
Action:
- GP PUTS DOWN ALL CARDS . NOV 04 2015
Timing:

EPISODE # 1034-238

Production :

# ADVENTURE TIME



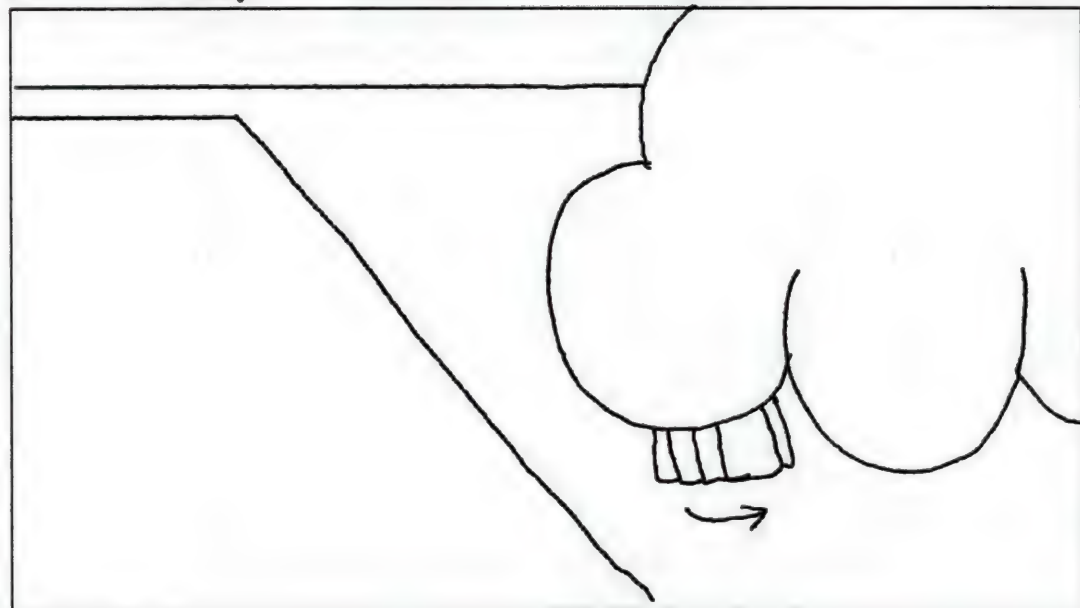
Page 65

Sc. 39 CONT

Pnl. C

Bg.

day night

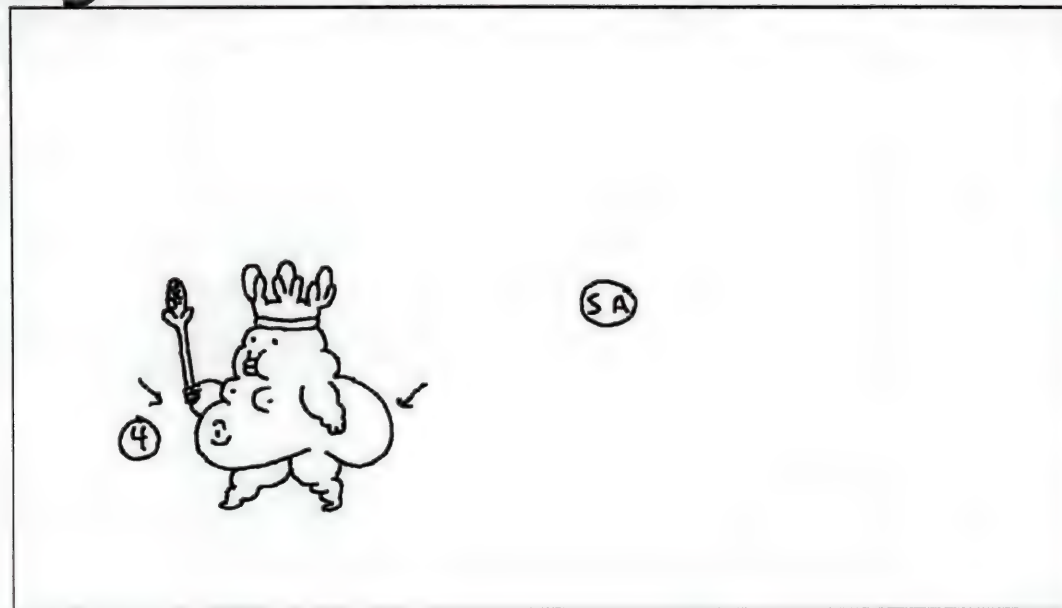


Sc. 39 CONT

Pnl. D

Bg.

day night



Dialog:

(J) (V.O.)

BLUE ,

CRYSTALS, -

NOV 04 2015

Action:

- GP FLOOPS.

- BABY KING  
RISES FROM  
GAME BOARD.

Timing:



Production :

EPISODE # 1034-238

1034/238

1034/238



# ADVENTURE TIME



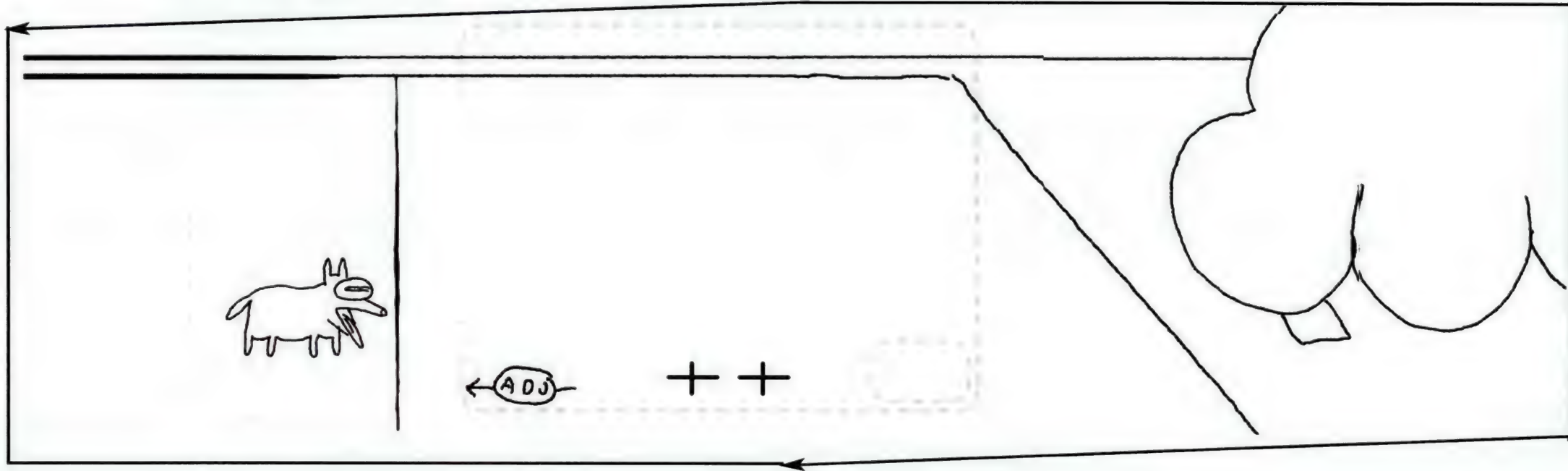
Page 66

Sc. 39 *CONT*

Pnl. *E*

Bg.

day night



Dialog:

*J* (V/o)  
(CONT)

A CUMEN,

TORPOR ,

NOV 04 2015

Action:

- B. KING WALKS FORWARD.

Timing:



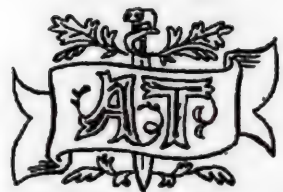
Production :

EPISODE # 1034-238

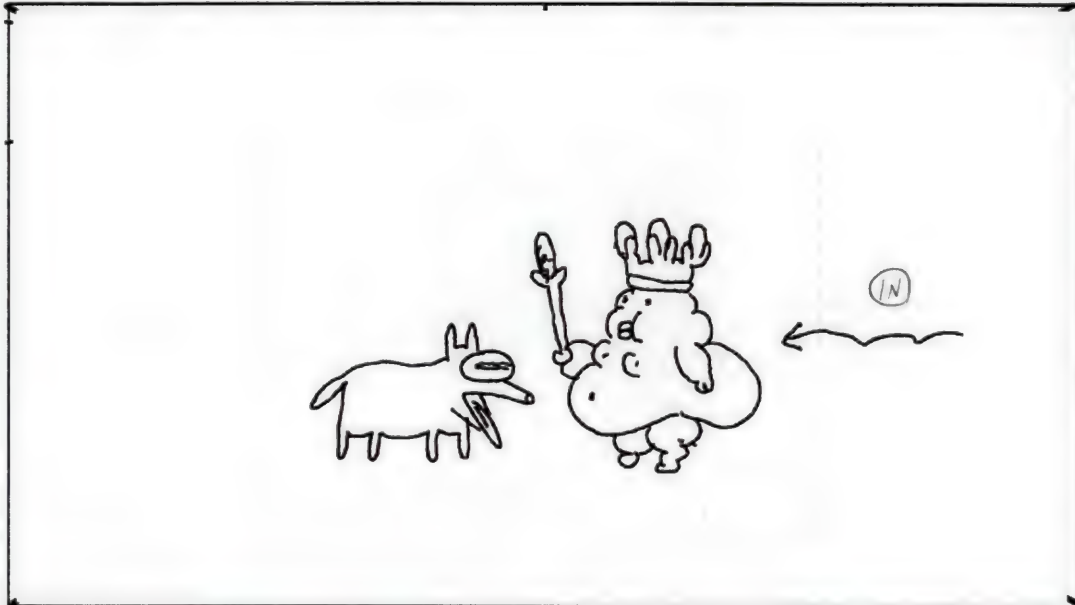
1034/238

1034/238

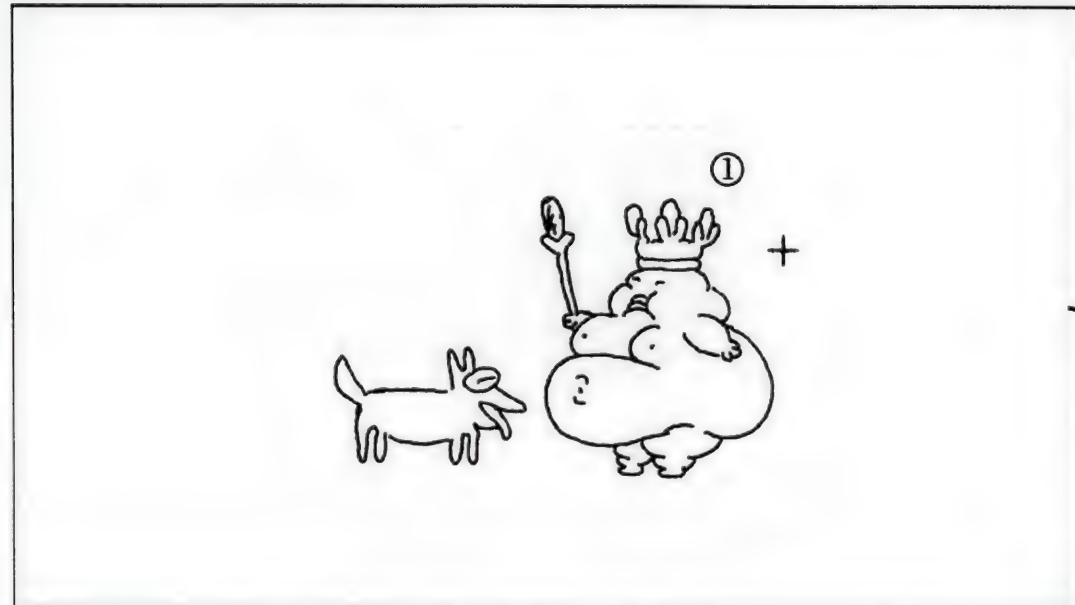
ADVENTURE TIME



Sc. 39 *CONT* Pnl. F Bg. day night



Sc. 39 *CONT* Pnl. G Bg. day night



Dialog: J (V/O)  
(CONT) FROZEN LAKES , LIZARD HOLES , SHIPYARDS , ... , NOV 04 2015

Sfx: (THE SOUND OF THE SEA BEGINS TO OVERTAKE THE

Action: SOUNDTRACK)  
-B. KING WALKS ON/5

Timing:



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Production :

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# ADVENTURE TIME



Page **68**

Sc. 39 *CONT* Pnl. H

Bg.

day night



Sc. 39 *CONT* Pnl. I

Bg.

day night



Dialog:

SFX: = SOUNDS OF THE SEA =

Action:

- B. KING SHOOTS  
OUT ACID.

NOV 04 2015

Timing:

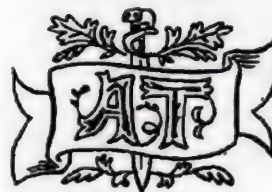
EPISODE # 1034-238

Production :

1034/238

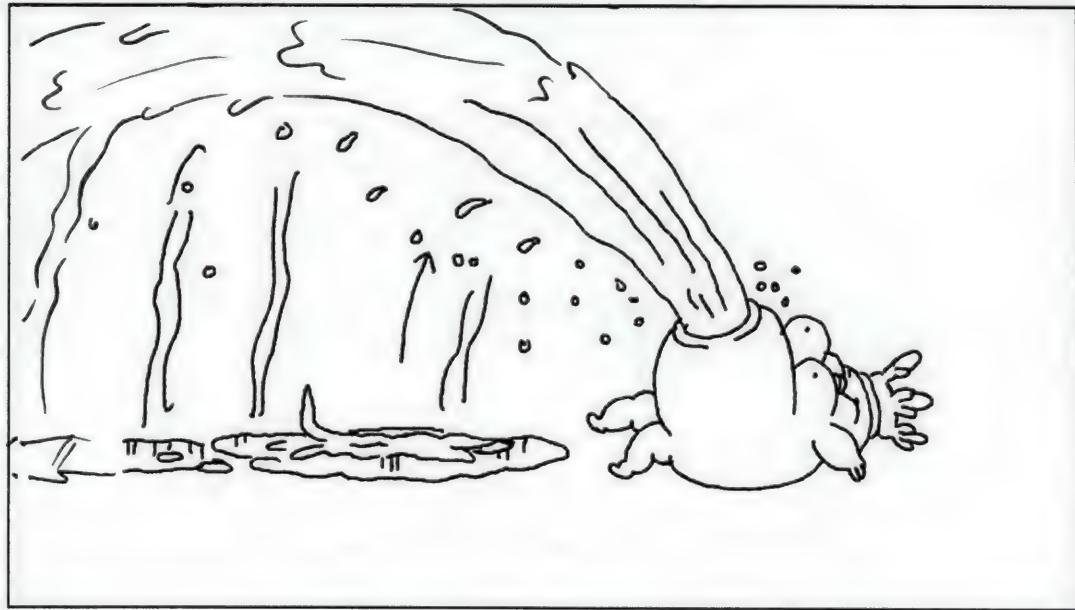
1034/238

ADVENTURE TIME

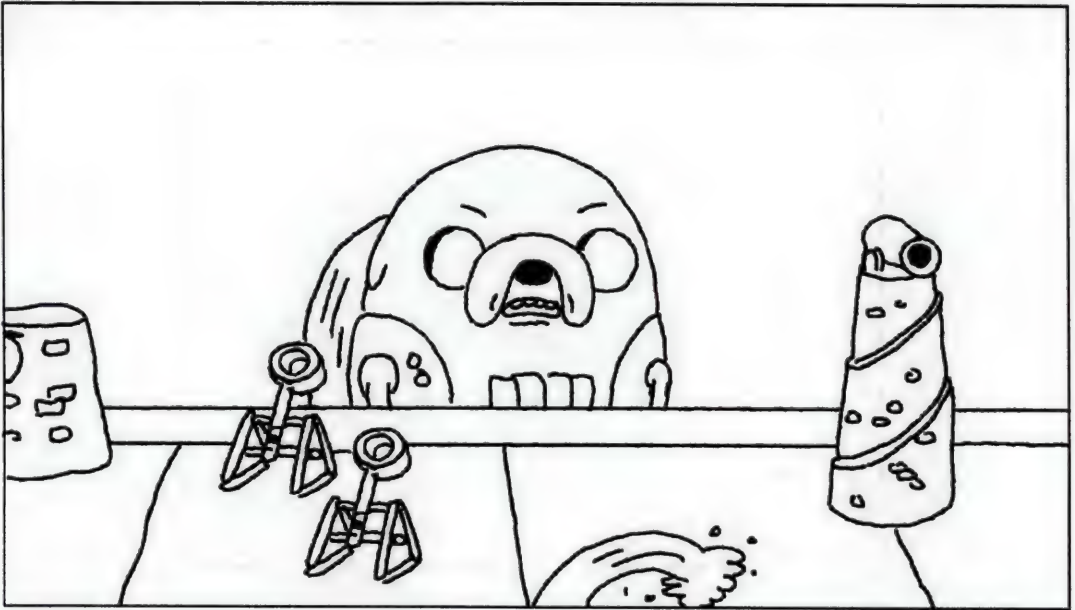


No Sc40

Sc. 39 *CONT* Pnl. J Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog:
<p><u>SFX:</u>    ≡    SOUNDS    OF    THE    SEA    ≡</p>
Action:
Timing:

NOV 04 2015

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Production :

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ADVENTURE TIME



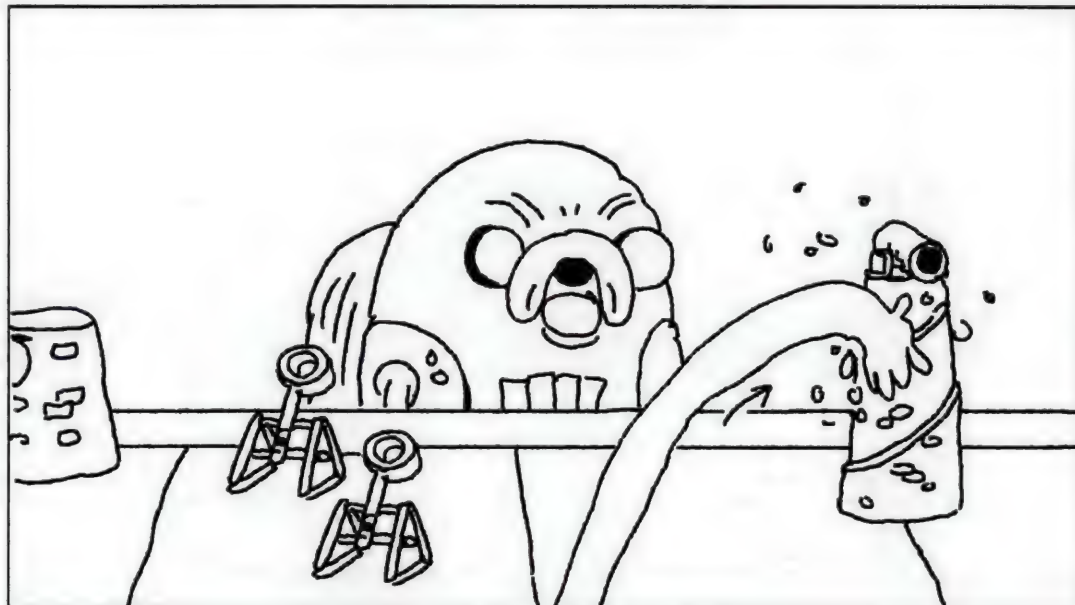
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Sc. 41 *CONT*

Pnl. B

Bg.

day night

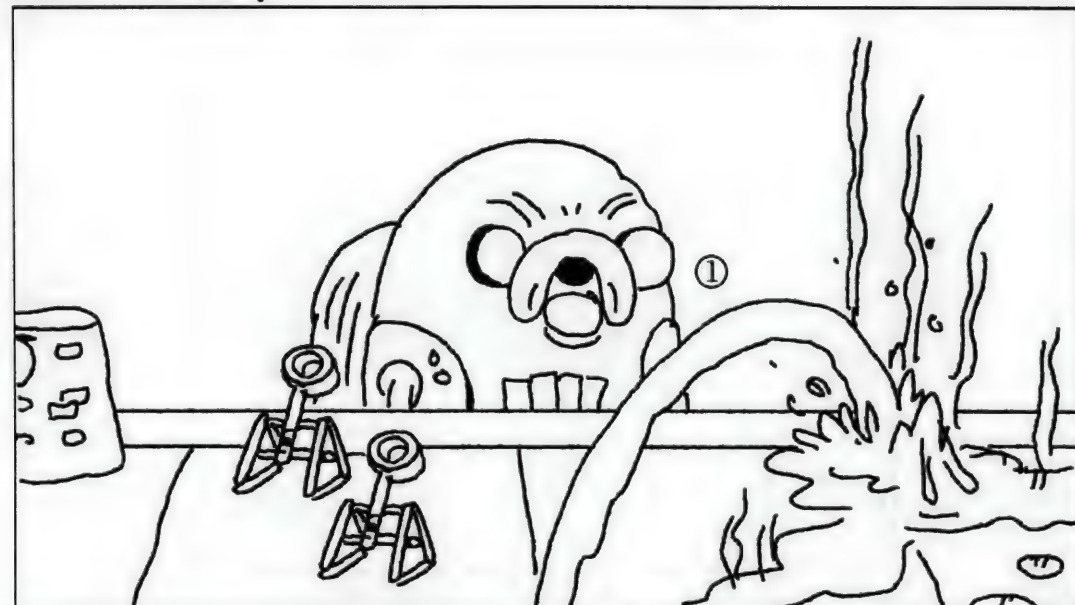


Sc. 41 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX:

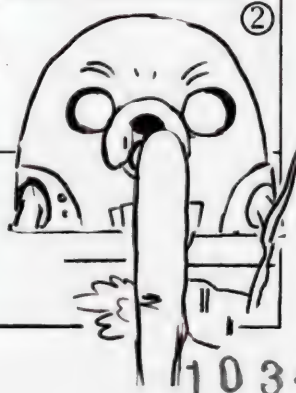
≡ SOUNDS OF THE SEA ≡

NOV 04 2015

Action:

-ACID DISSOLVES CANNON TOWER

Timing:



Production :

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# ADVENTURE TIME



Page 71

Sc. 41 *cont*

Pnl. D

Bg.

day night



Sc. 42

Pnl. A

Bg.

day night



Dialog:

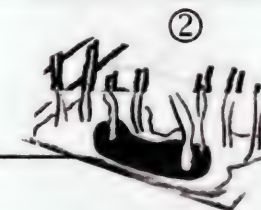
SFX: = SOUNDS OF THE SEA =

NOV 04 2015

Action:

- ACID STREAM SWEEPS ACROSS JAKE'S BUILDINGS.

Timing:



Production :

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# ADVENTURE TIME



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Sc. 42 *cont*

Pnl. B

Bg.

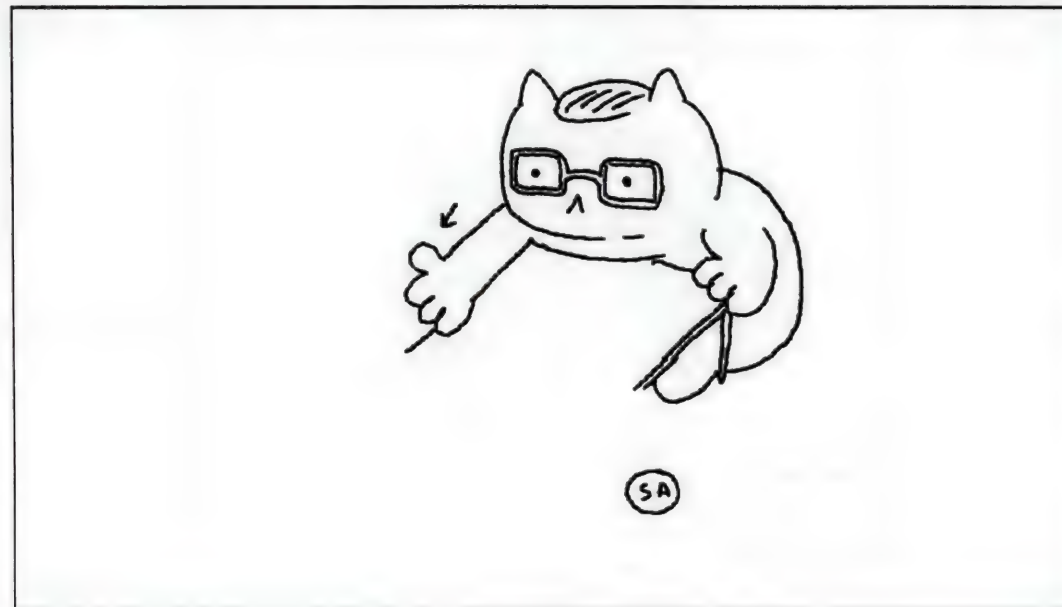
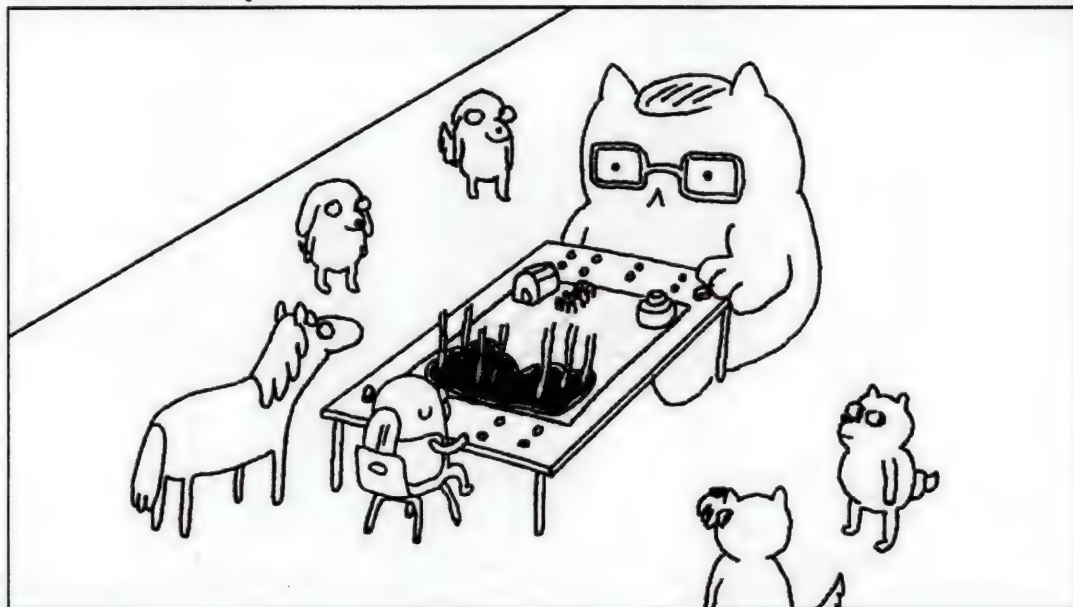
day night

Sc. 42 *cont*

Pnl. C

Bg.

day night



Dialog:

Sfx:  
\* SSSS \*

Action:

- ACID DISSOLVES 'HOLE' IN GAME BOARD.

- G.P. OFFERS HIS HAND.

NOV 04 2015

Timing:

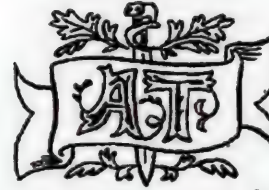
EPISODE # 1034-238

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Production :

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# ADVENTURE TIME



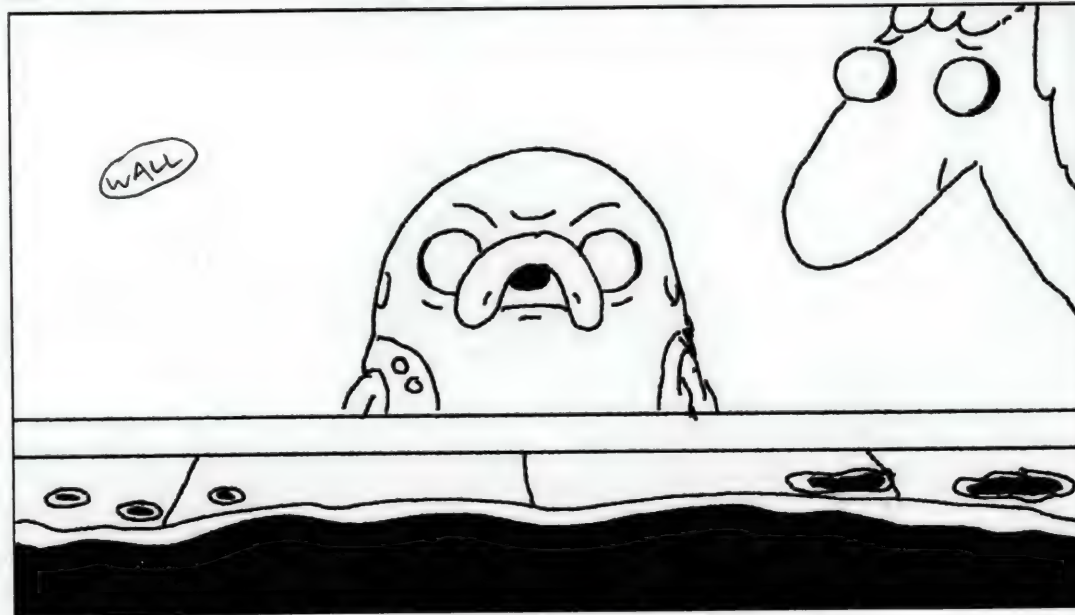
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Sc. 43

Pnl. A

Bg.

day night

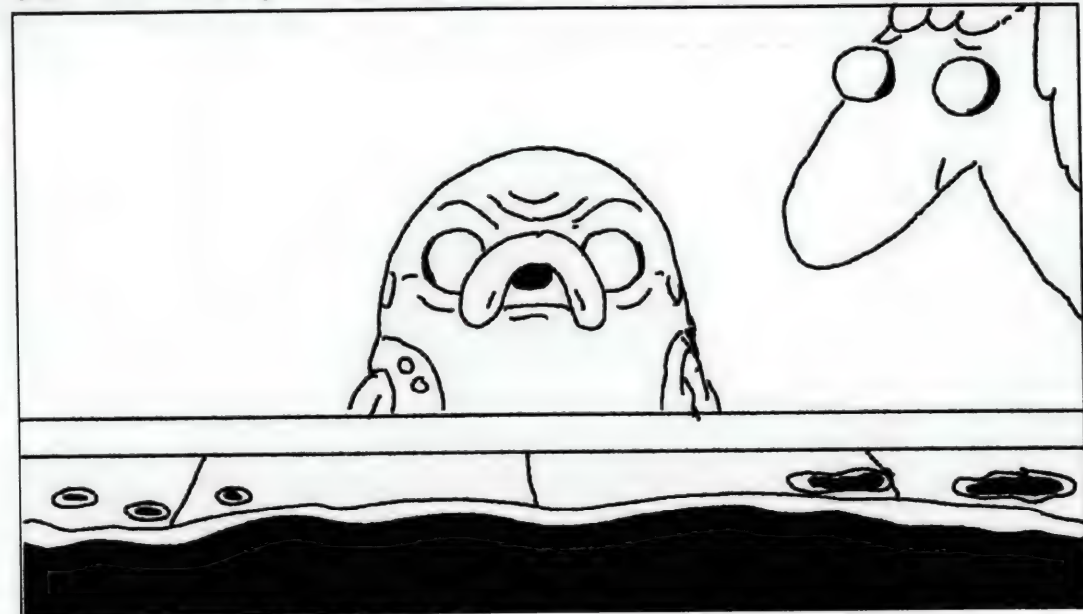


Sc. 43 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: ≡ SOUNDS OF THE SEA ≡

Action:

-JAKE GETS ANGRIER

NOV 04 2015

Timing:

EPISODE #

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Production :

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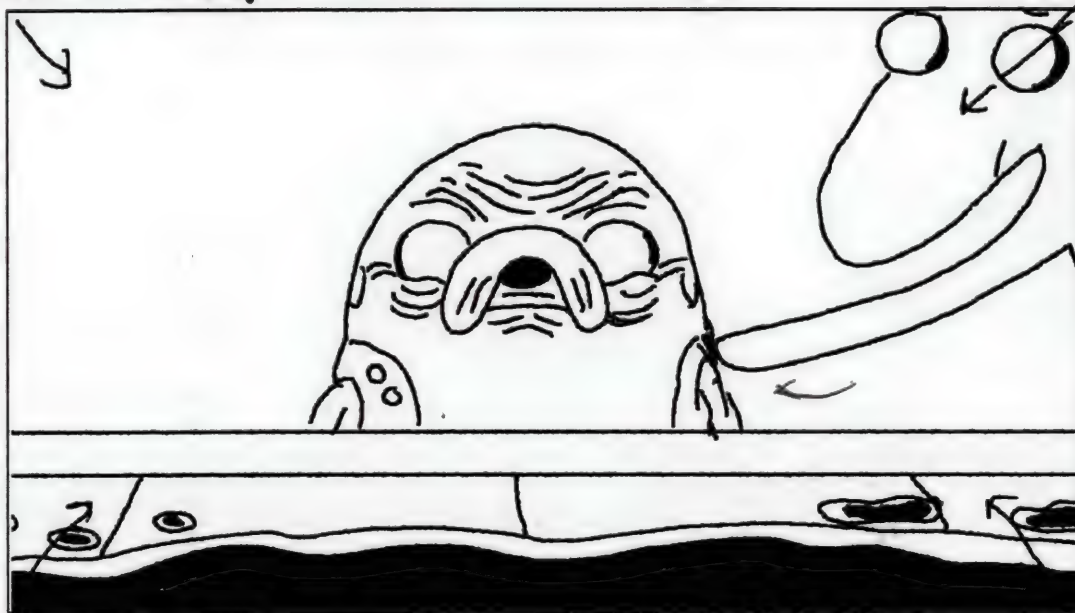


ADVENTURE TIME

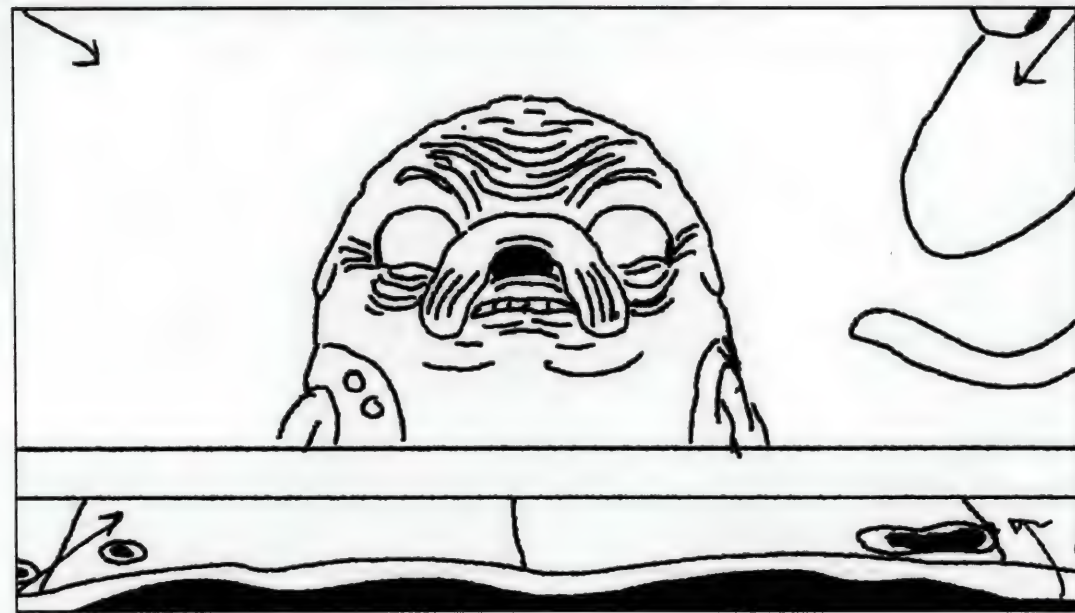


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Sc. 43 *CONT* Pnl. C Bg. day night



Sc. 43 *CONT* Pnl. D Bg. day night



Dialog:	<u>SFX:</u> = SOUNDS OF THE SEA =		
Action:	- PUSH IN ON JAKE.	- MONIKER TRIES TO COMFORT JAKE.	- MONKER WITHDRAWS HAND. NOV 04 2015
Timing:			

EPISODE # 1034-238

Production :

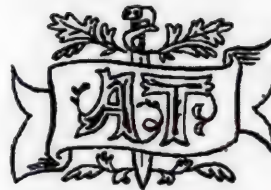
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1034/238

1034/238

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# ADVENTURE TIME



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Sc. 43 *cont*

Pnl. E

Bg.

day night

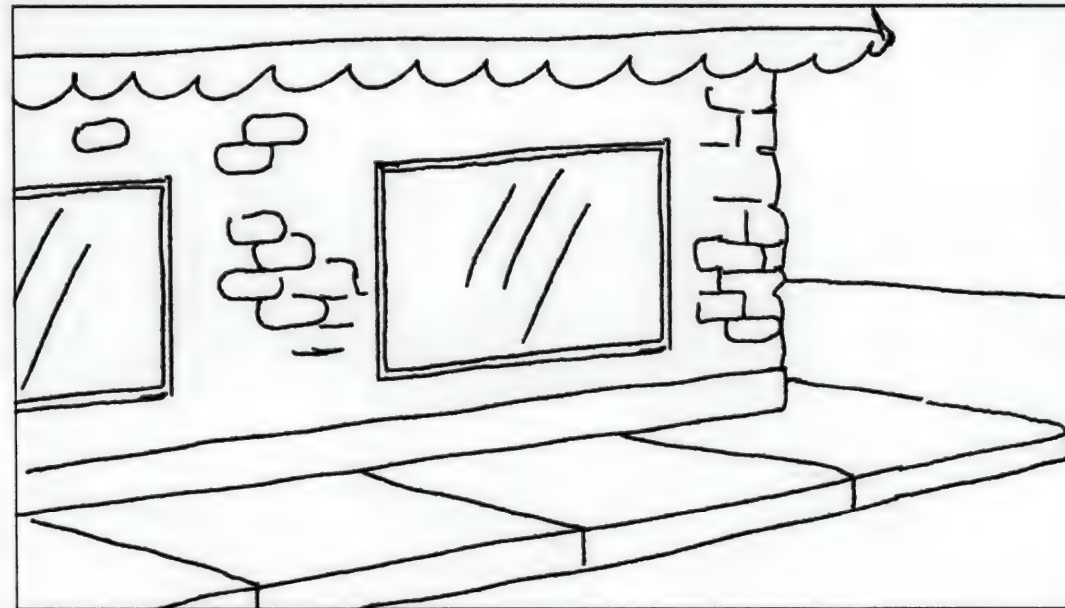


Sc. 44

Pnl. A

Bg.

day night



Dialog:

SFX:    ≡ SOUNDS OF THE SEA ≡

Action:

-JAKE ROARS.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

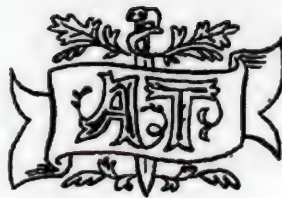
1034/238



1034/238

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# ADVENTURE TIME



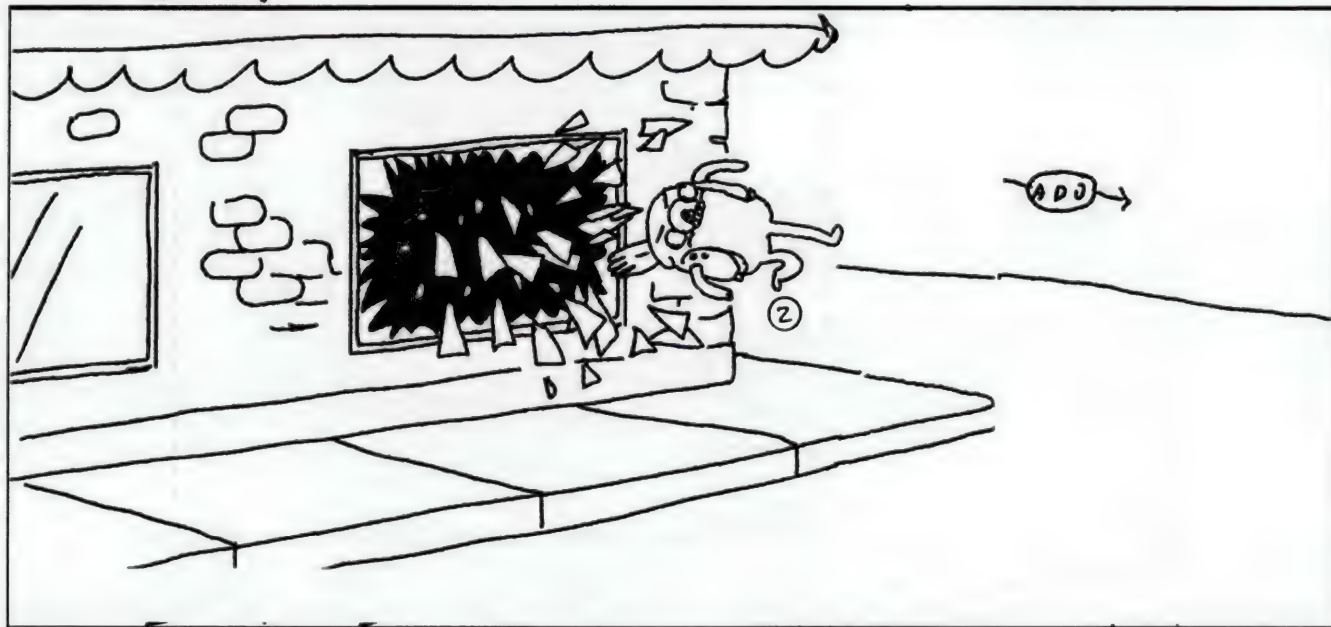
Page 76

Sc. 44 *cont*

Pnl. 8

Bg.

day night



Dialog:

SFX:    **== SOUNDS OF THE SEA ==**

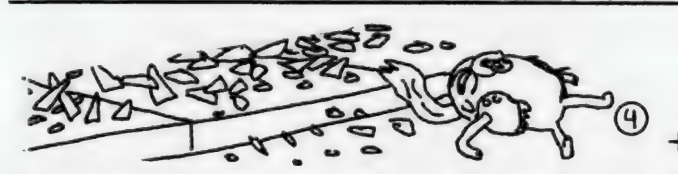
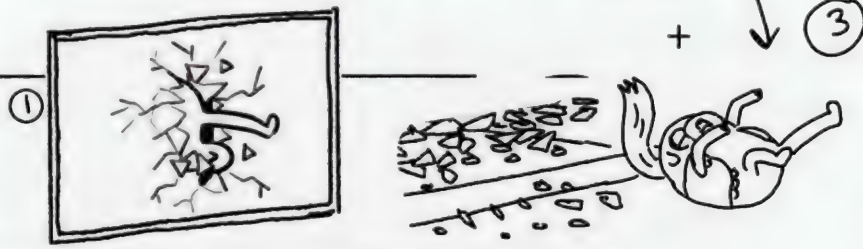
Action:

- J. CRASHES THROUGH WINDOW.

- ADJ. RIGHT TO JAKE.

NOV 04 2015

Timing:



Production :

EPISODE #

1034-238

1034/238

1034/238

# ADVENTURE TIME



Page 77

Sc. 44 *CONT*

Pnl. C

Bg.

day night

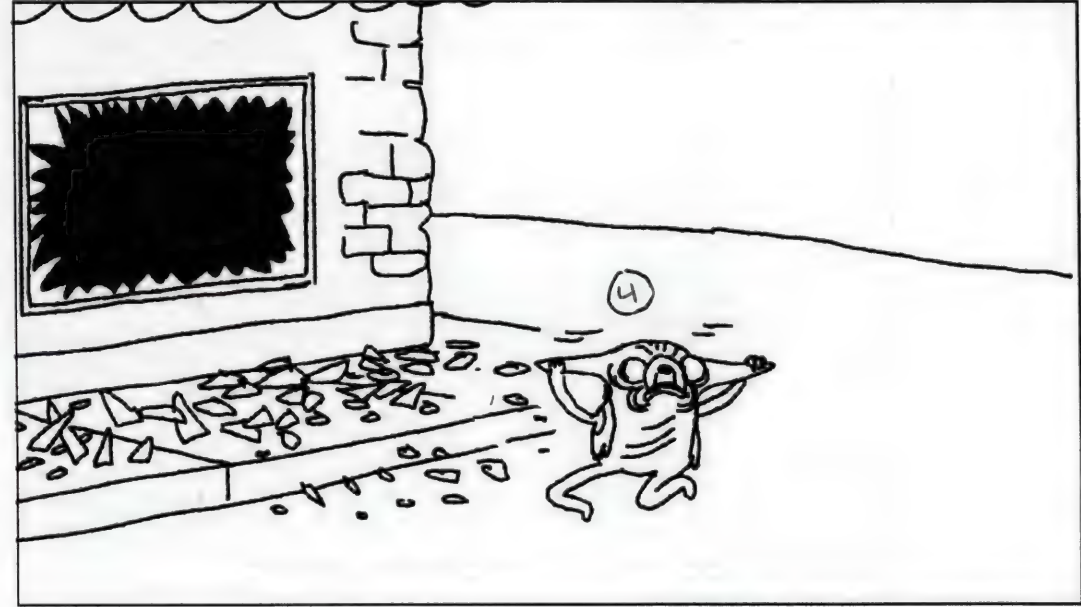


Sc. 44 *CONT*

Pnl. D

Bg.

day night



Dialog:

SEX: *≡ SOUNDS OF THE SEA ≡*

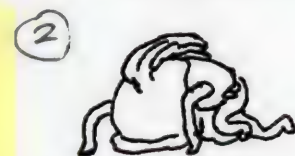
NOV 04 2015

Action:

-J. SHAKES WITH FURY.

-J. PULLS TWO  
"HORNS" OUT.  
FROM HEAD.

Timing:



Production :

EPISODE #

1034-238

1034/238

1034/238

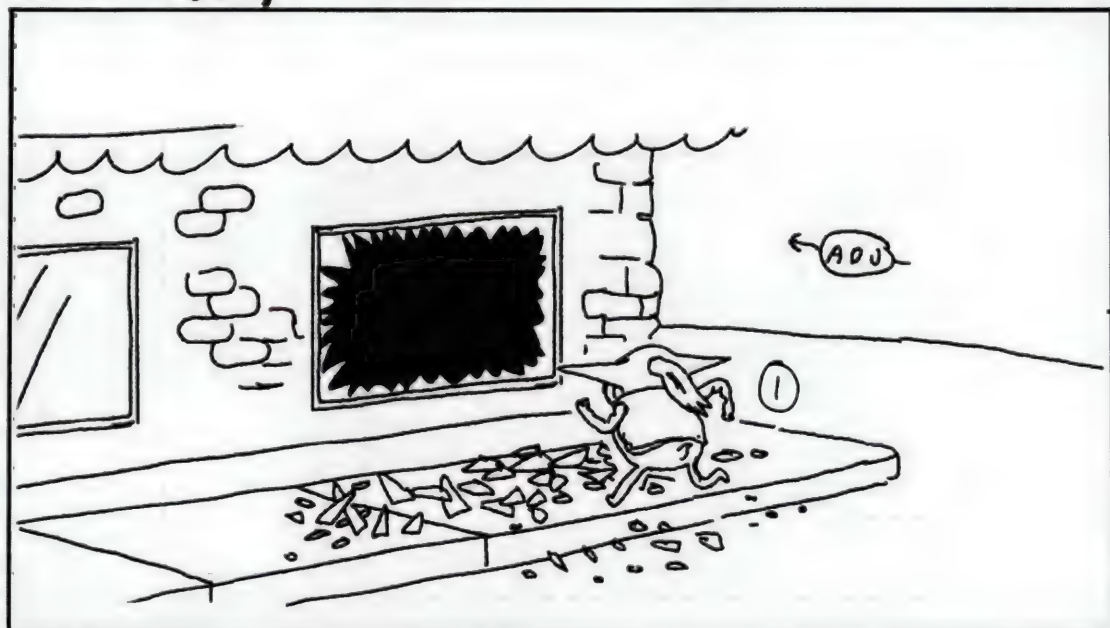


# ADVENTURE TIME



Page 78

Sc. 44 *cont* Pnl. E Bg. day night



Sc. 44 *cont* Pnl. F Bg. day night



Dialog:

SFX: :: SOUNDS OF THE SEA ::

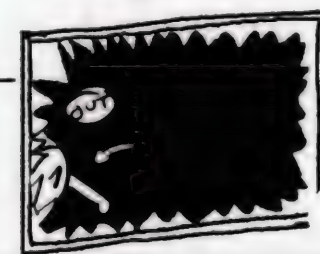
Action:

- J. RUNS  
- ANTICS FOR JUMP



Timing:

- J. LEAPS INTO BUILDING.



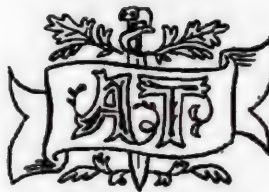
EPISODE # 1034-238

1034/238

Production :

1034/238

# ADVENTURE TIME



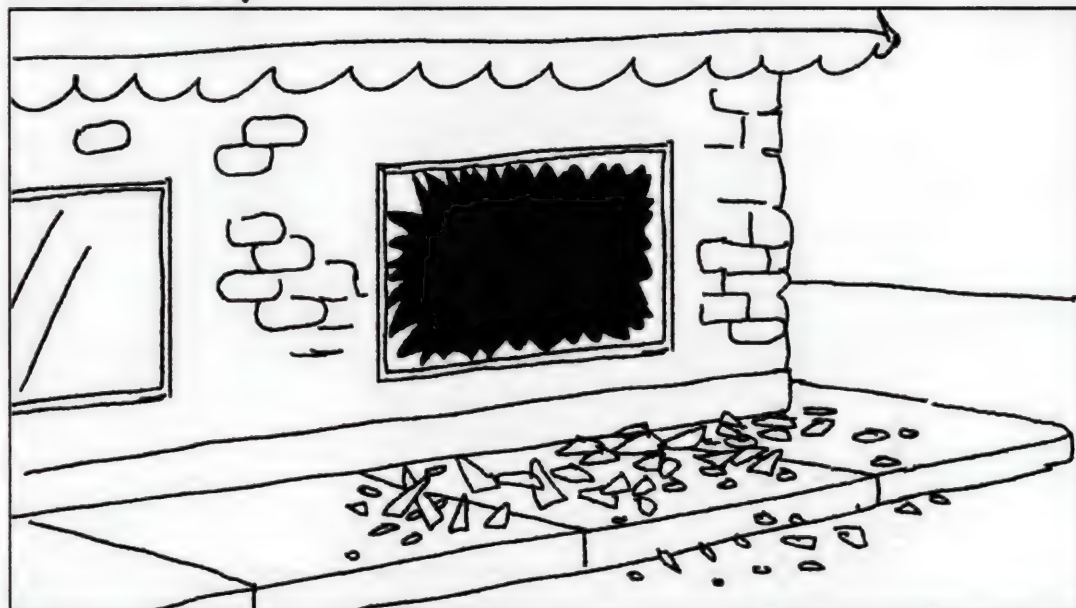
Page 79

Sc. 44 *cont*

Pnl. G

Bg.

day night

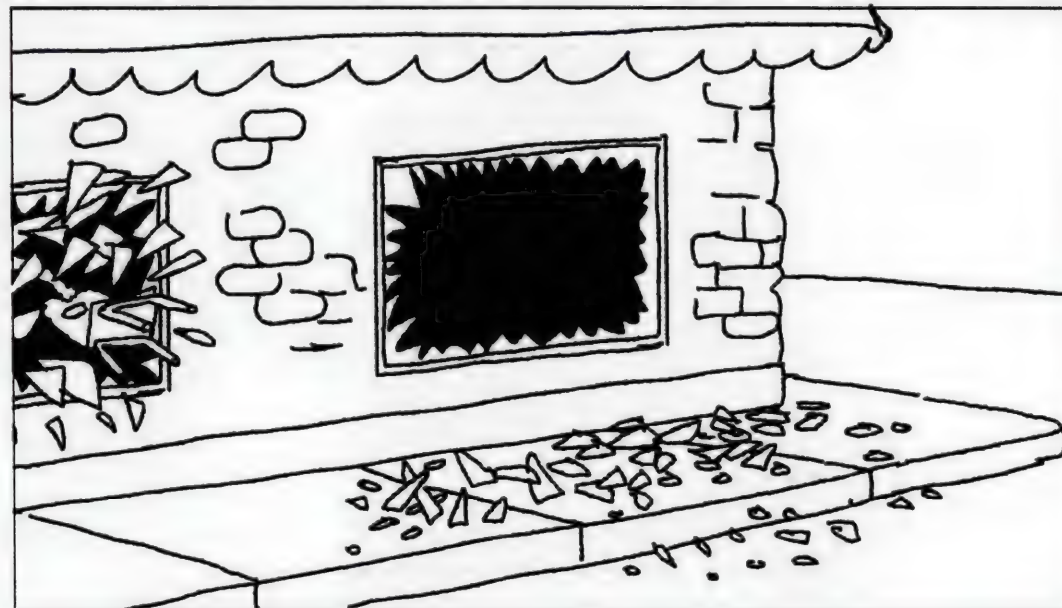


Sc. 44 *cont*

Pnl. H

Bg.

day night



Dialog:

SFX:    ≡ SOUNDS OF THE SEA ≡

Action:

≡ BEAT ≡

- OTHER WINDOW BREAKS.

NOV 04 2013

Timing:

Production :

EPISODE # 1034-238

1034/238

1034/238

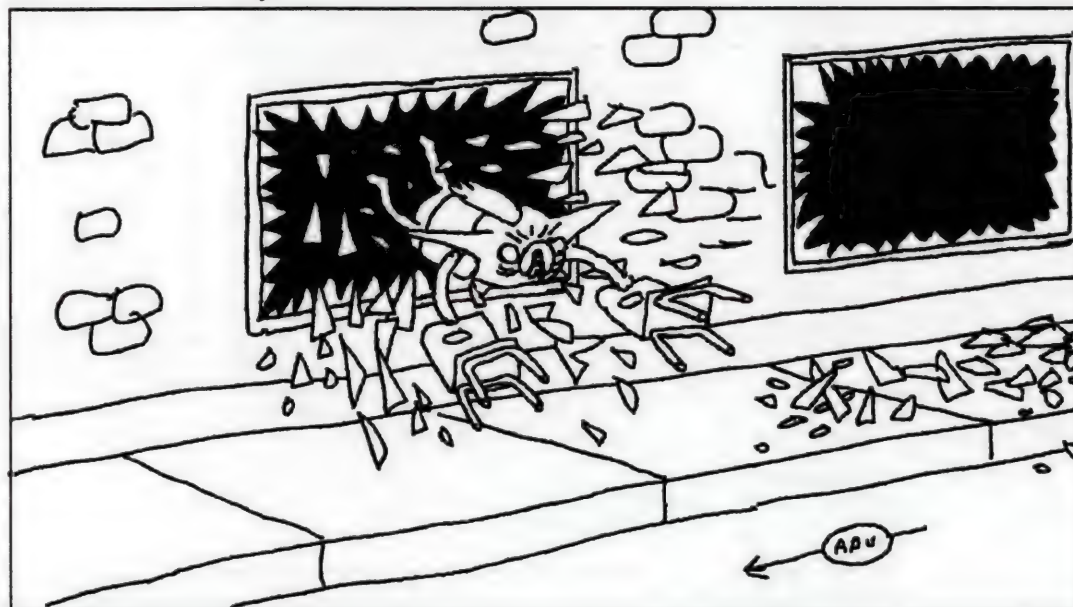


# ADVENTURE TIME

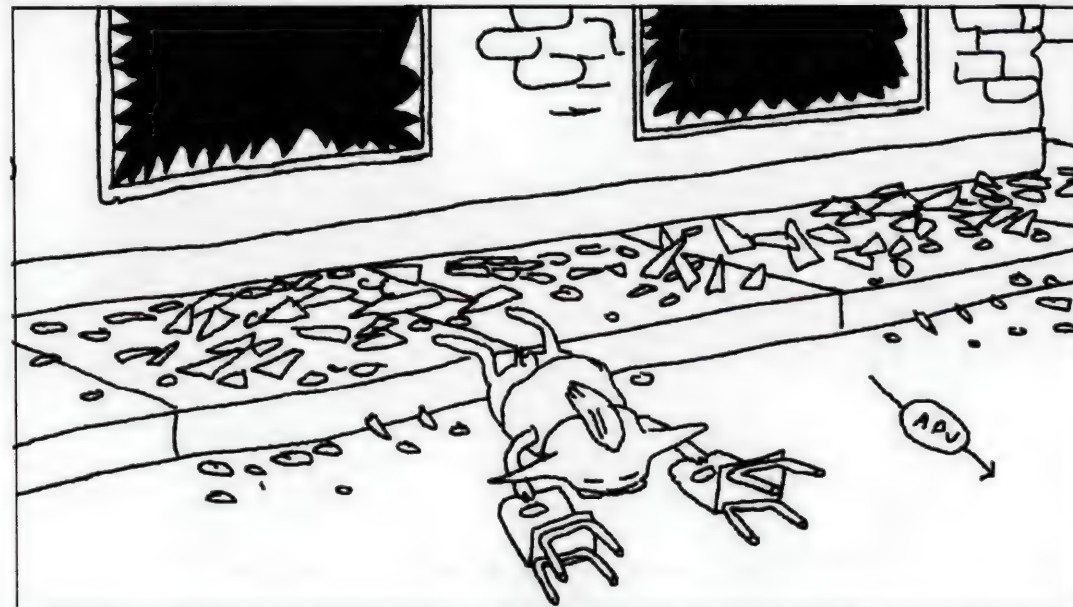


Page 80

Sc. 44 *CONT* Pnl. I Bg. day night



Sc. 44 *CONT* Pnl. J Bg. day night



Dialog:

SFX: = SOUNDS OF THE SEA =

Action:

- J. LANDS ON GROUND HOLDING  
2 CHAIRS.

NOV 04 2015

Timing:

1034-238

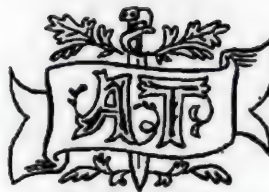
EPISODE #

1034/238

Production :

1034/238

# ADVENTURE TIME

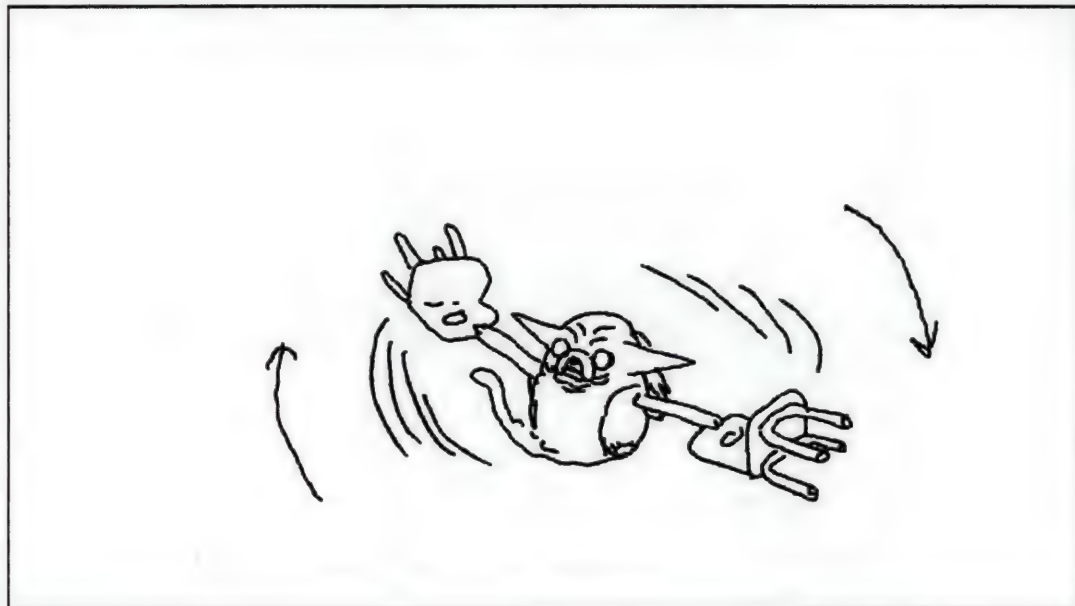


Page 81

Sc. 44 *cont* Pnl. K

Bg.

day night

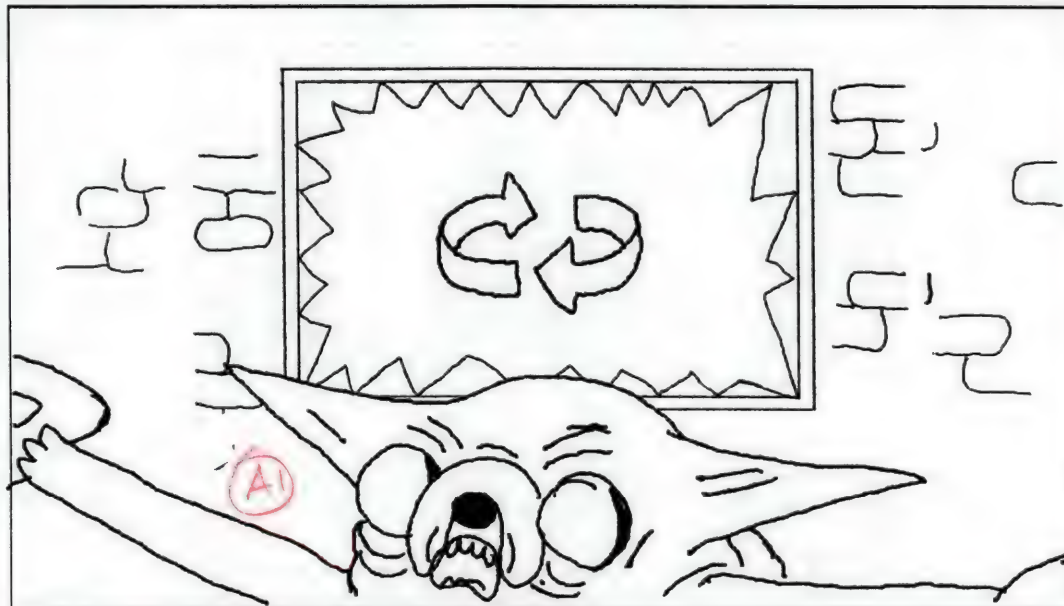


Sc. 45

Pnl. A

Bg.

day night



Dialog:

- J. SWINGS CHAIRS  
BACK AND FORTH.

SFX:

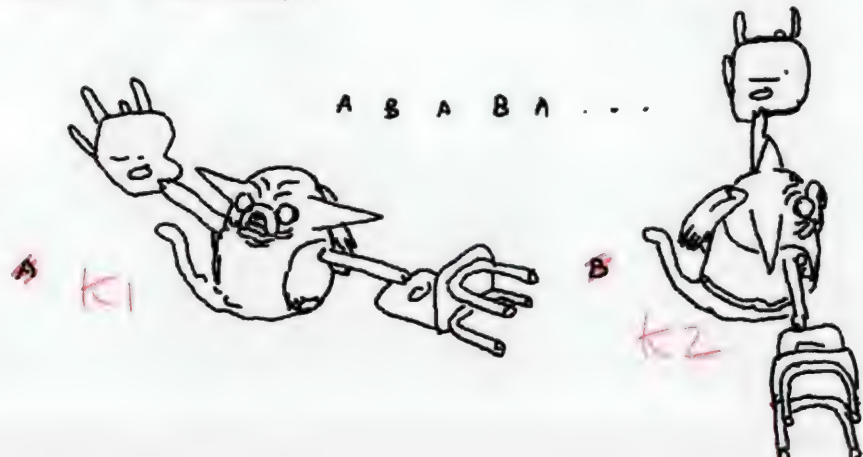
= SOUNDS

OF SEA

A, B, A, B, A, B

Acti

Timi



NOV 04 2015

EPISODE # 1034-238

Production :

1034/238

1034/238

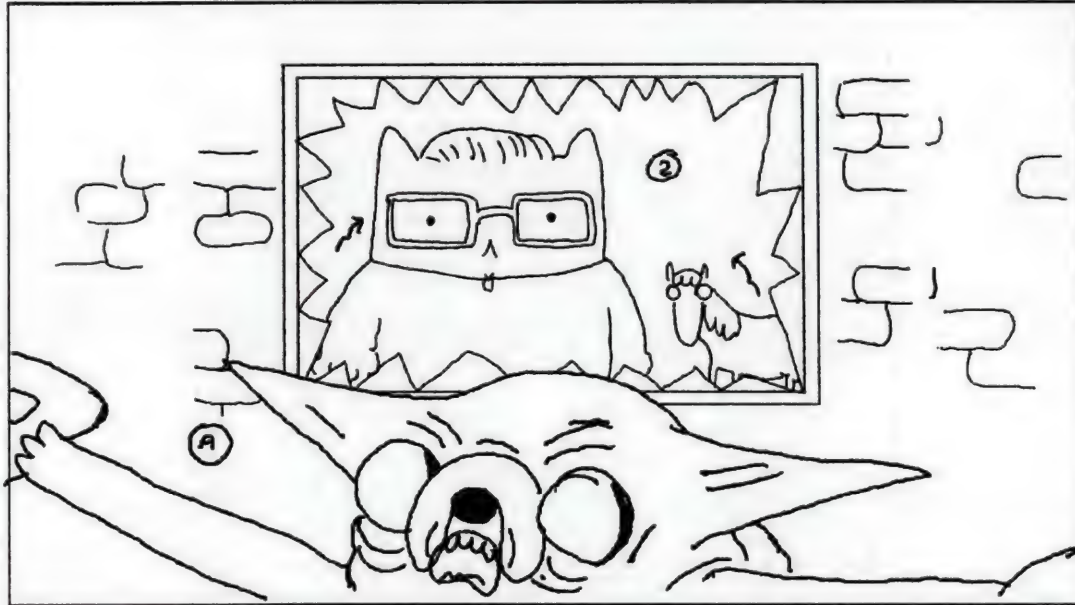


ADVENTURE TIME

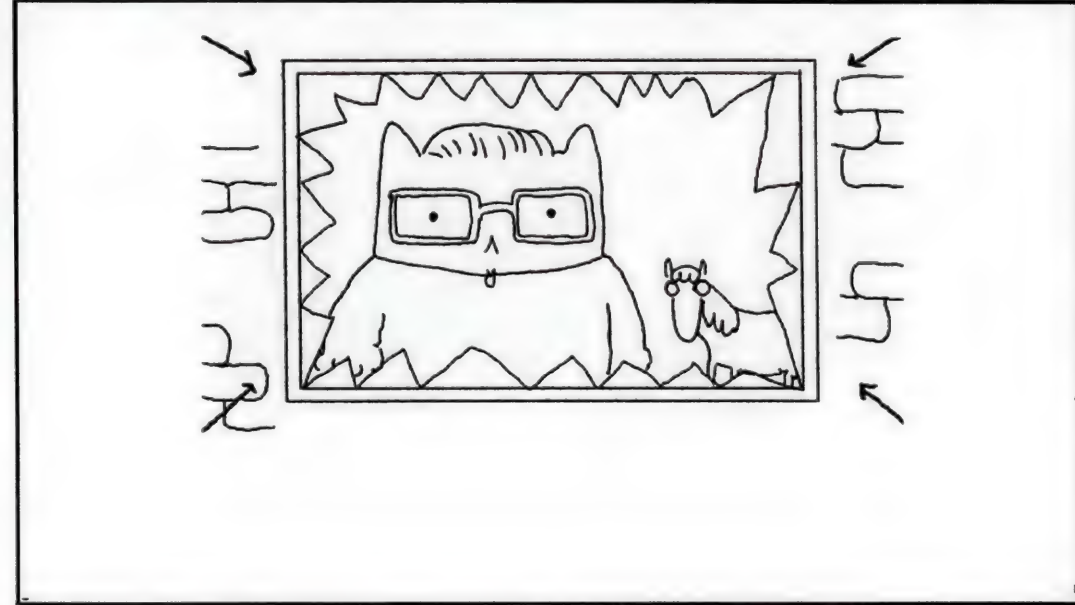


Page 82

Sc. 45 *cont* Pnl. B Bg. day night



Sc. 45 *cont* Pnl. C Bg. day night



Dialog:

Sfx: ≡ SOUNDS OF THE SEA ≡

Action:

Timing:

- GP AND MONIKER  
STEP INTO VIEW OUTSIDE BUILDING

NOV 04 2015

1034/238

1034-238

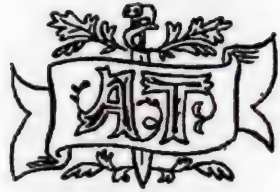
EPISODE #

1034/238

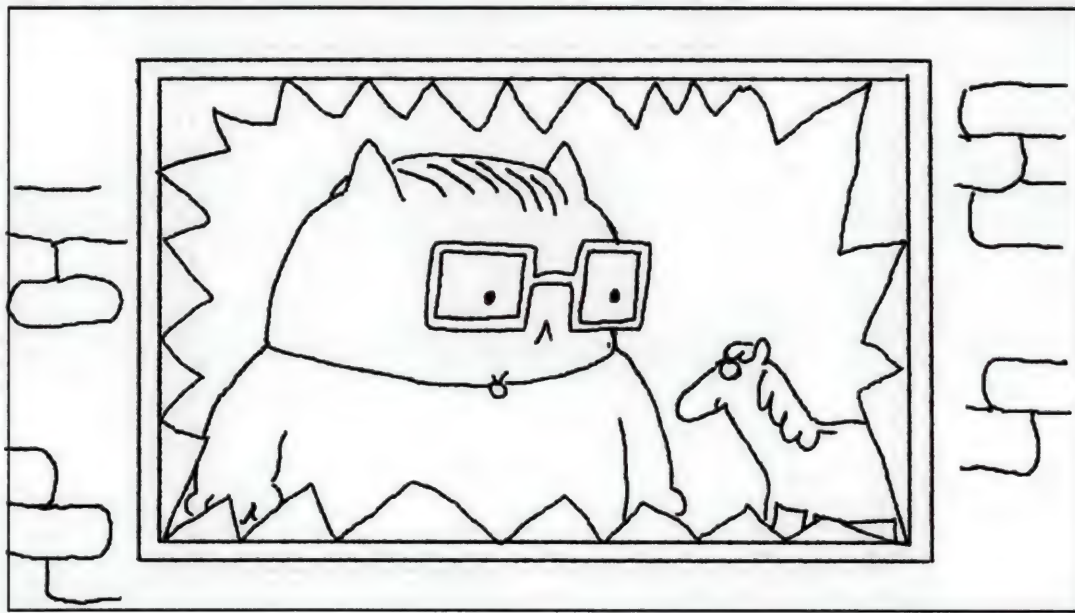
Production :

1034/238

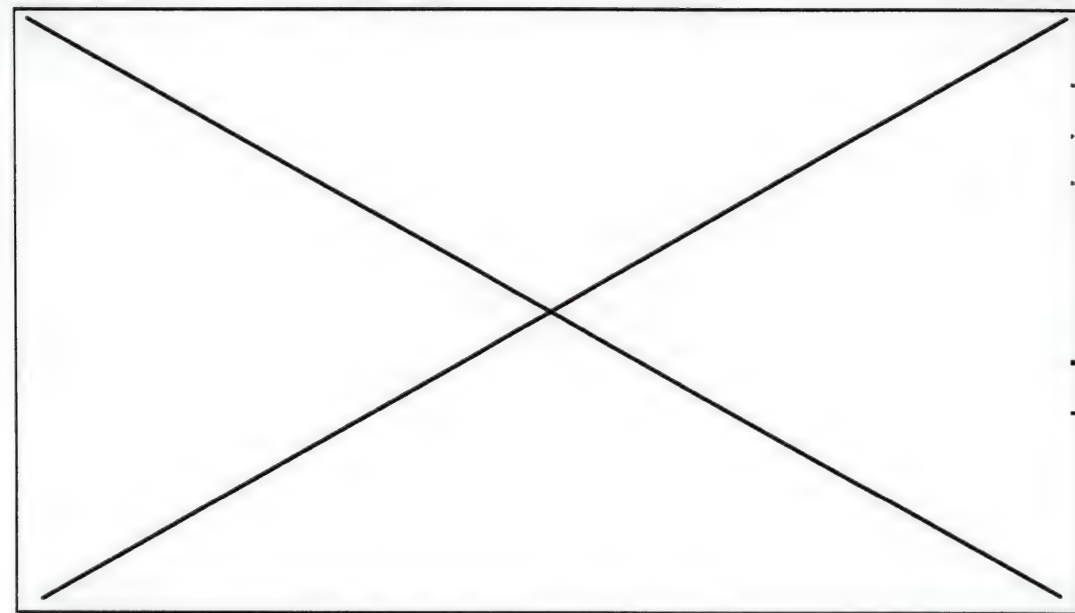
ADVENTURE TIME



Sc. 45 *CONT* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

*Sfx: ≡ SOUNDS OF THE SEA ≡*

Action:

*+ GP + MONIKER LOOK AT EACH OTHER*

Timing:

NOV 04 2010

EPISODE # 1034-238

Production :

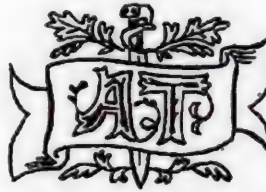
1034/238

1034/238

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# ADVENTURE TIME



Sc. **45 CONT** Pnl. -

Bg.

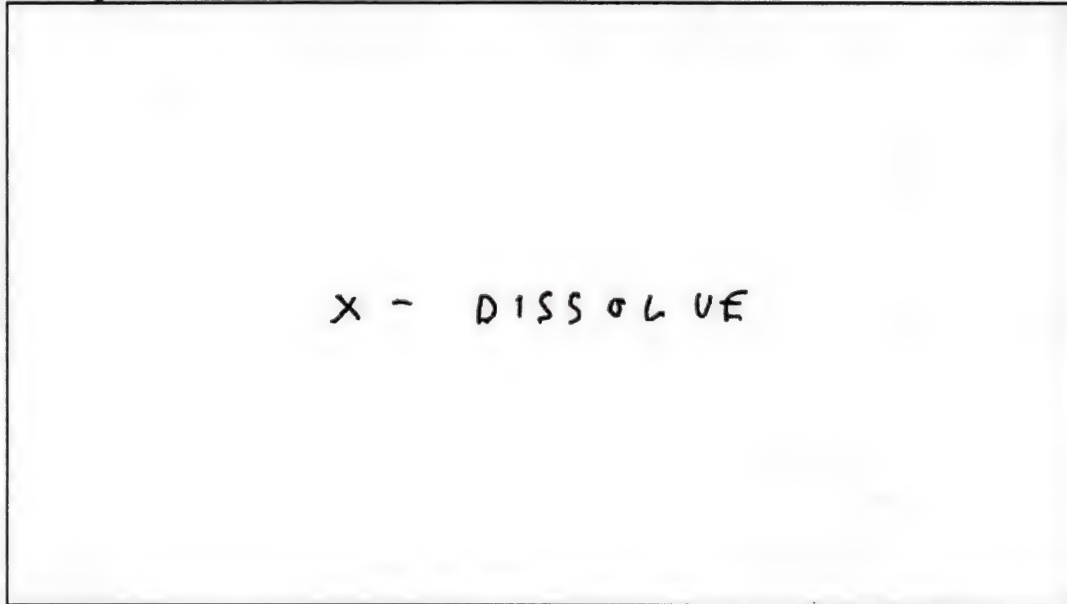
day night

Sc. **46**

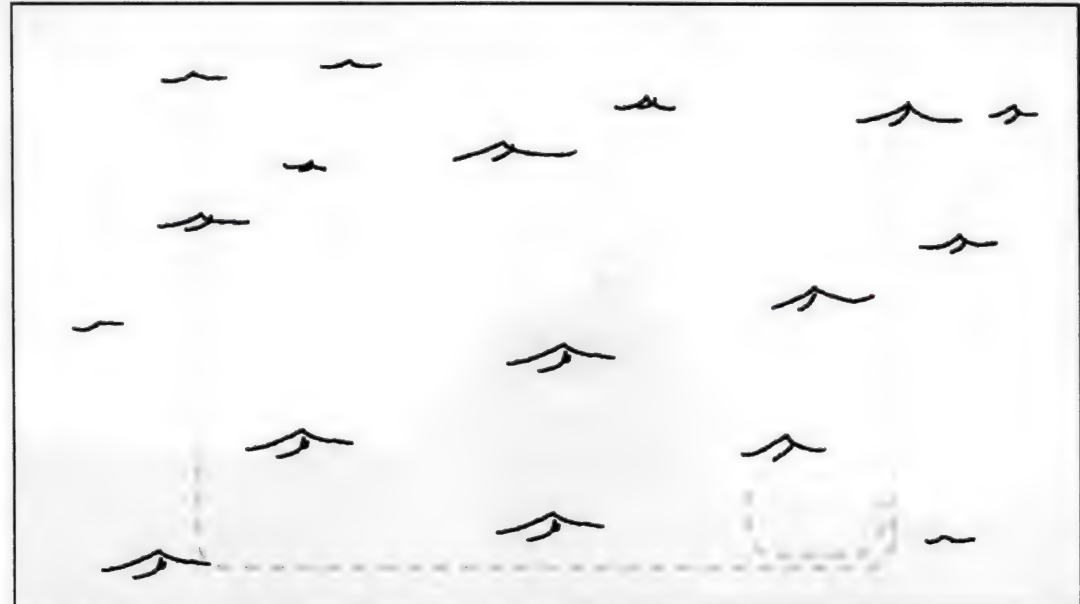
Pnl. **A**

Bg.

Page **84**  
**85A NEXT**  
day night



X - DISSOLVE



Dialog:

SFX:    ≡ SOUNDS OF THE SEA ≡

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238

1034/238

1034/238

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ADVENTURE TIME



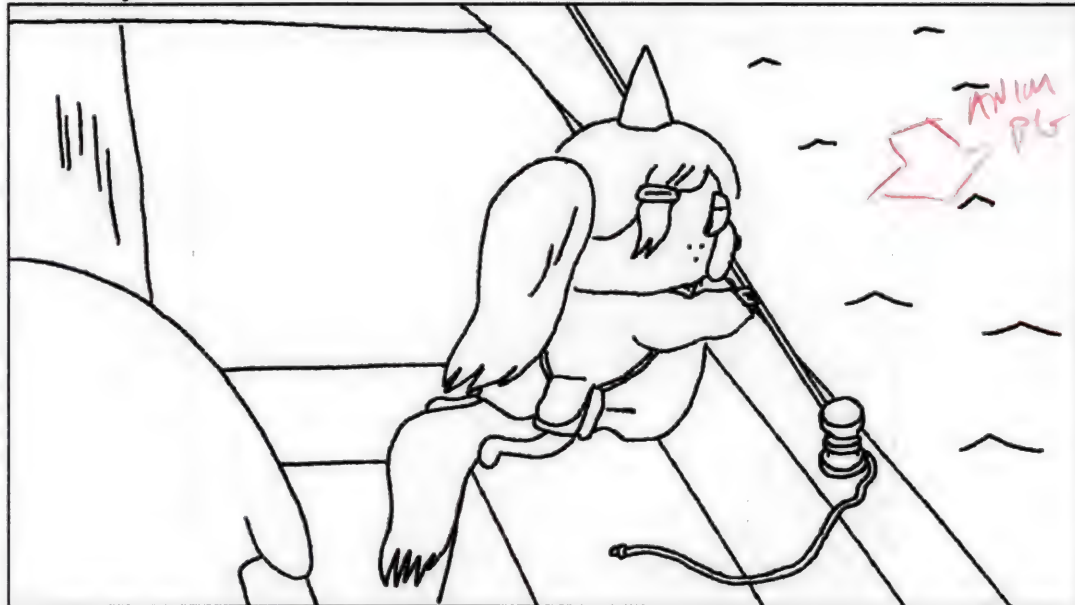
85A  
Page 85B NEXT  
day night

Sc. 47

Pnl. A

Bg.

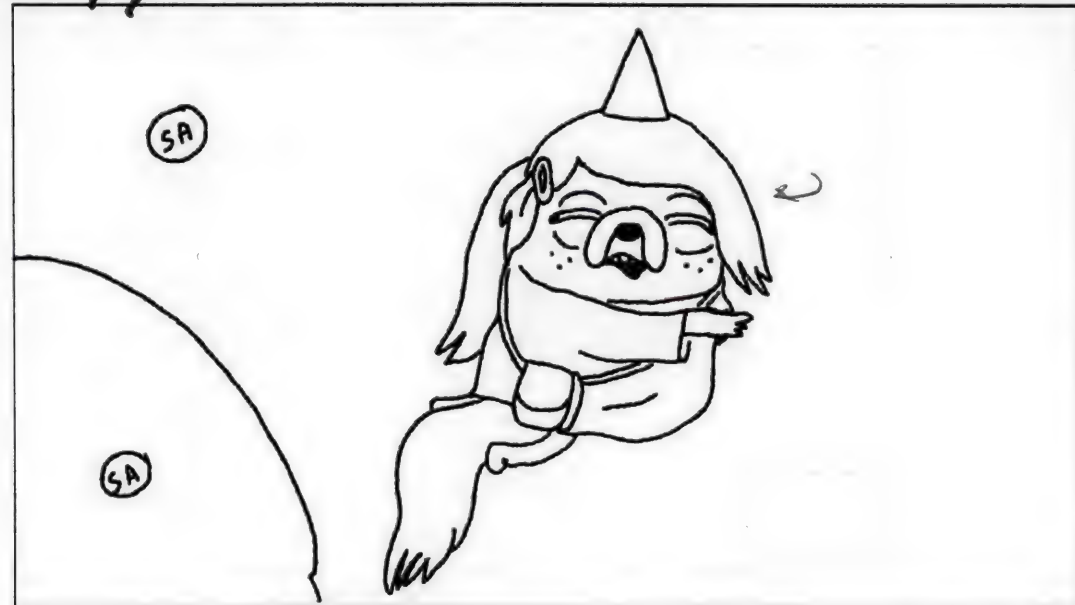
day night



Sc. 47 CONT

Pnl. B

Bg.



Dialog:

Action:

PRE - YAWN.

NOV 04 2010

Timing:

Production :

EPISODE # 1034-238

1034/238

1034/238

1034/238

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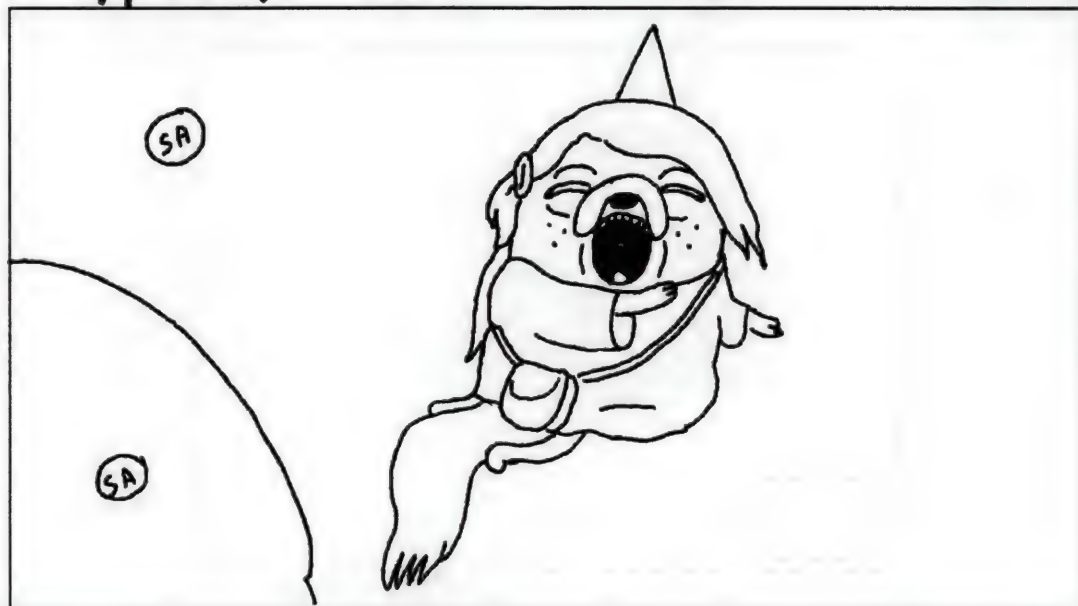
# ADVENTURE TIME



Sc. *47 CONT* Pnl. *C*

Bg.

day night



Sc. *47 CONT* Pnl. *D*

Bg.

Page *85 B*  
*26 NEXT*  
day night



Dialog:

*@ ≡ YAWN! ≡*

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production :

1034/238A

1034/238

# ADVENTURE TIME



Sc. 47 *CONT* Pnl. *C1*

Bg.

day night

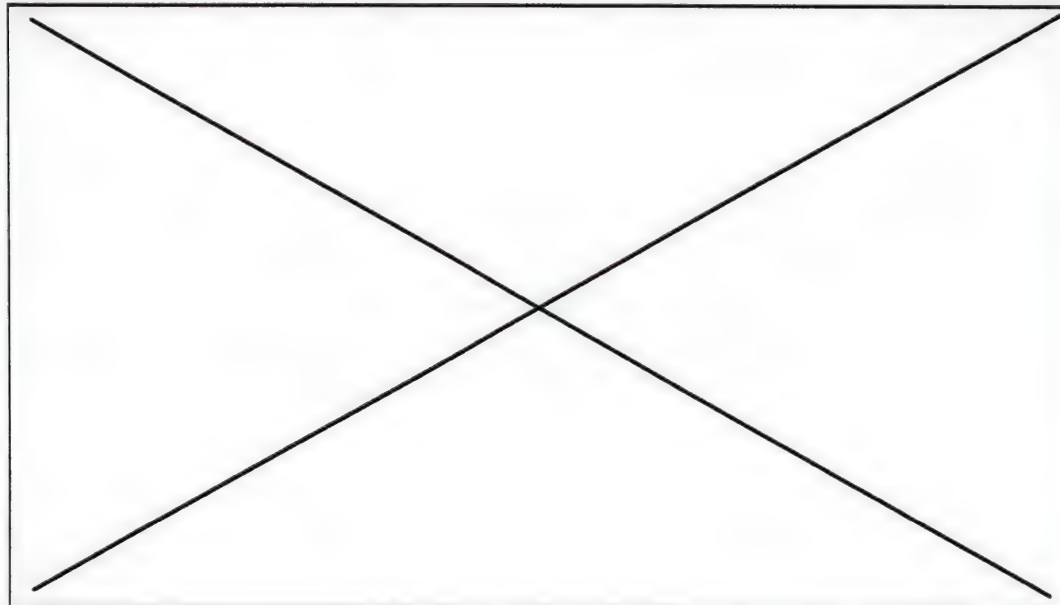


Sc.

Pnl.

Bg.

day night



Dialog:

*q* THAT'S TOO MANY RULES. I DON'T DO CARDS TO FOLLOW RULES,

Action:

Timing:



-C1 STROKES HAIR  
ABSENT-MINDEDLY

NOV 04 2015

Production :

EPISODE # 1034-238

1034/238



# ADVENTURE TIME



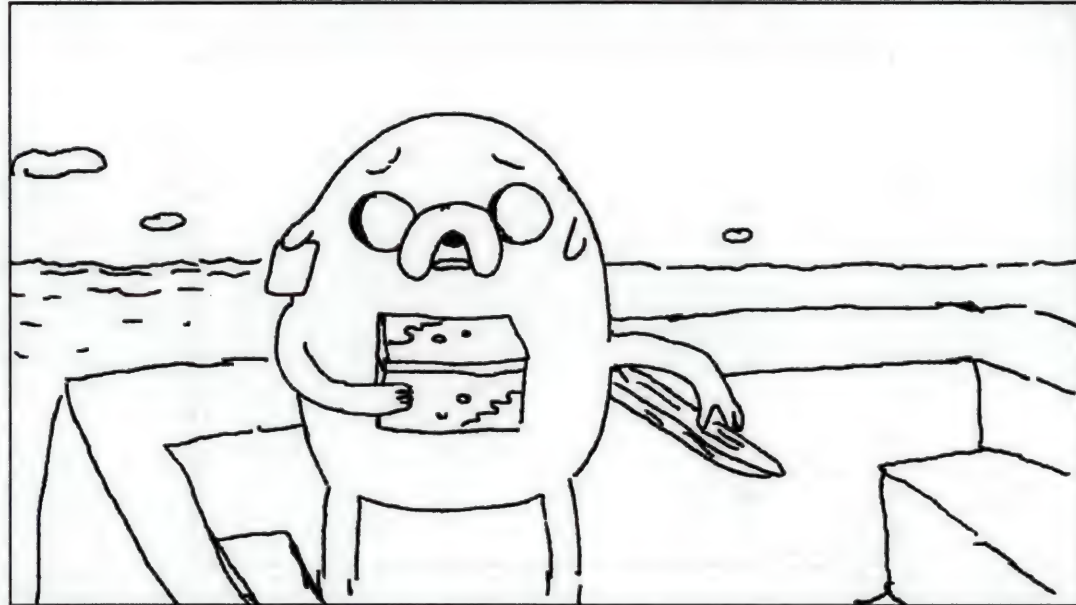
Page 67

Sc. 48

Pnl. A

Bg.

day night



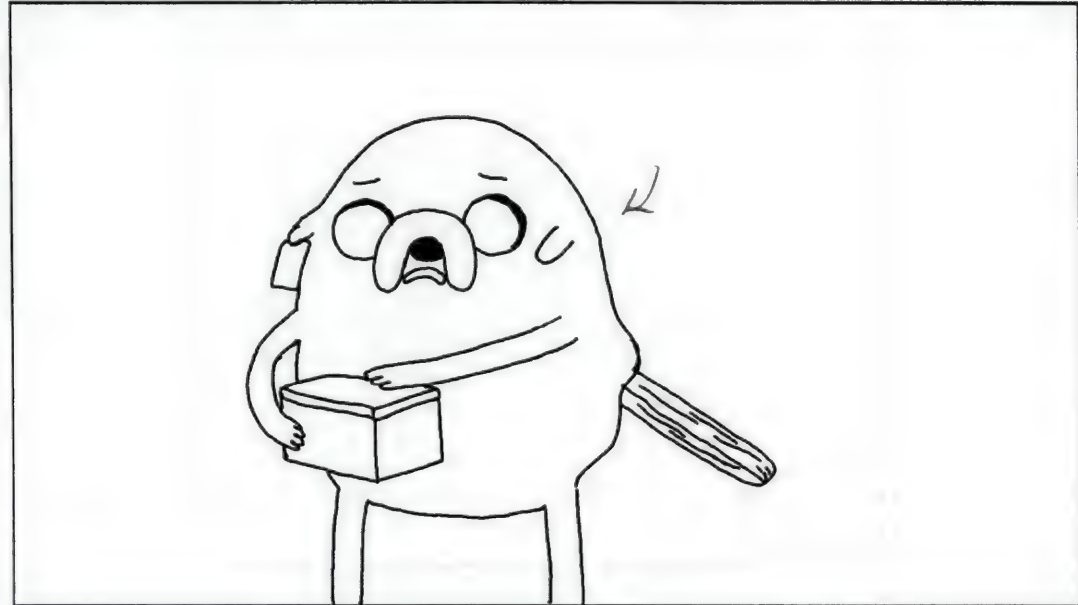
Sc. 48

CONT

Pnl. B

Bg.

day night



Dialog:

① BUT YOU COULD --

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production :

1034/238

# ADVENTURE TIME



Page 88

Sc. 48 *CONT* Pnl. *C*

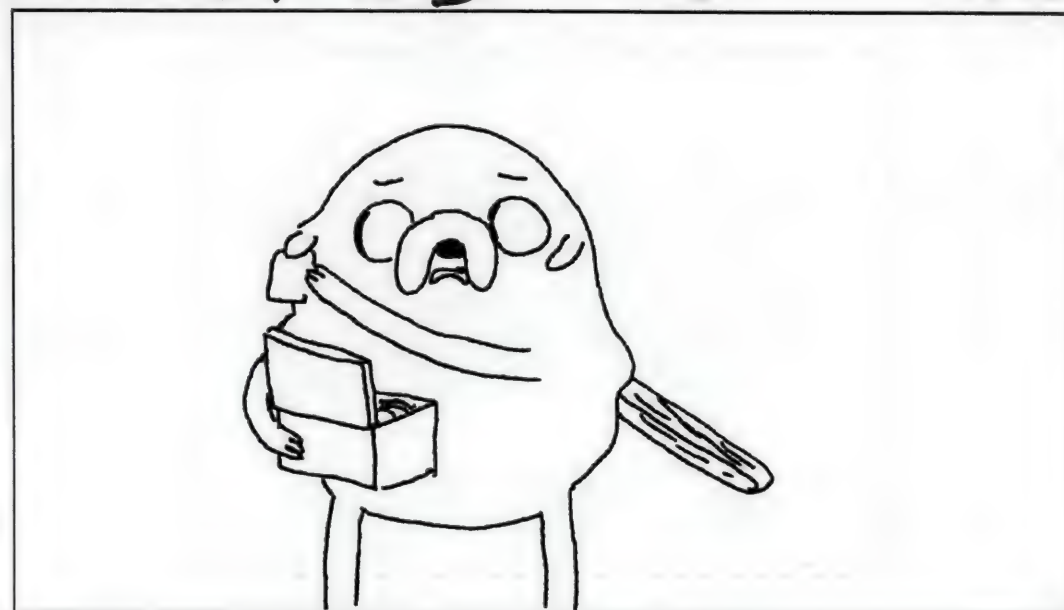
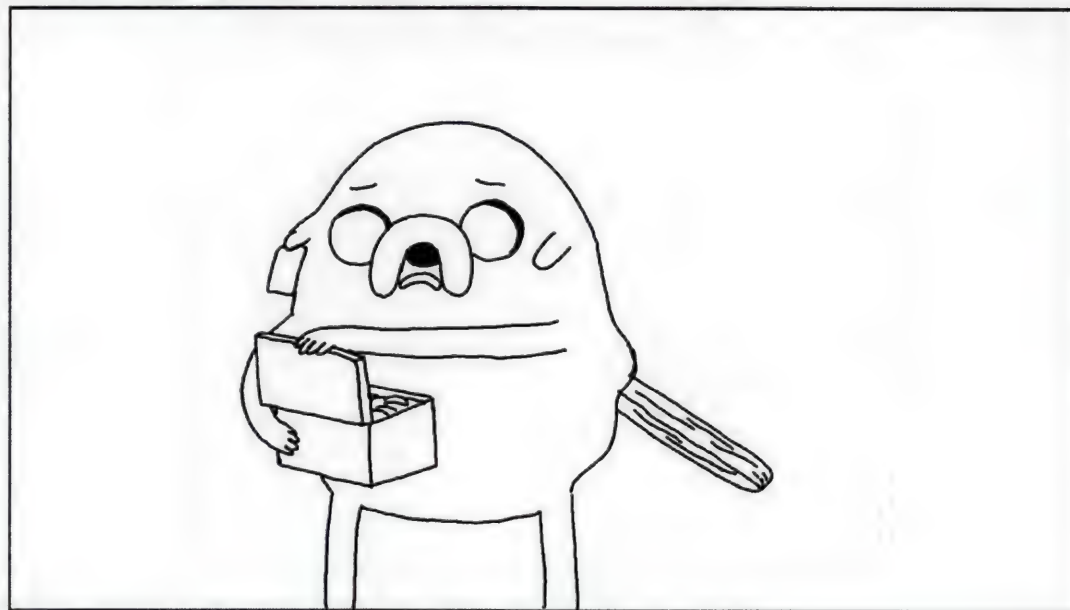
Bg.

day night

Sc. 48 *CONT* Pnl. *D*

Bg.

day night



Dialog:

*① (CONT) BE SO GOOD !*

Action:

NOV 04 2013

Timing:

EPISODE #

1034-238

1034/238

Production :

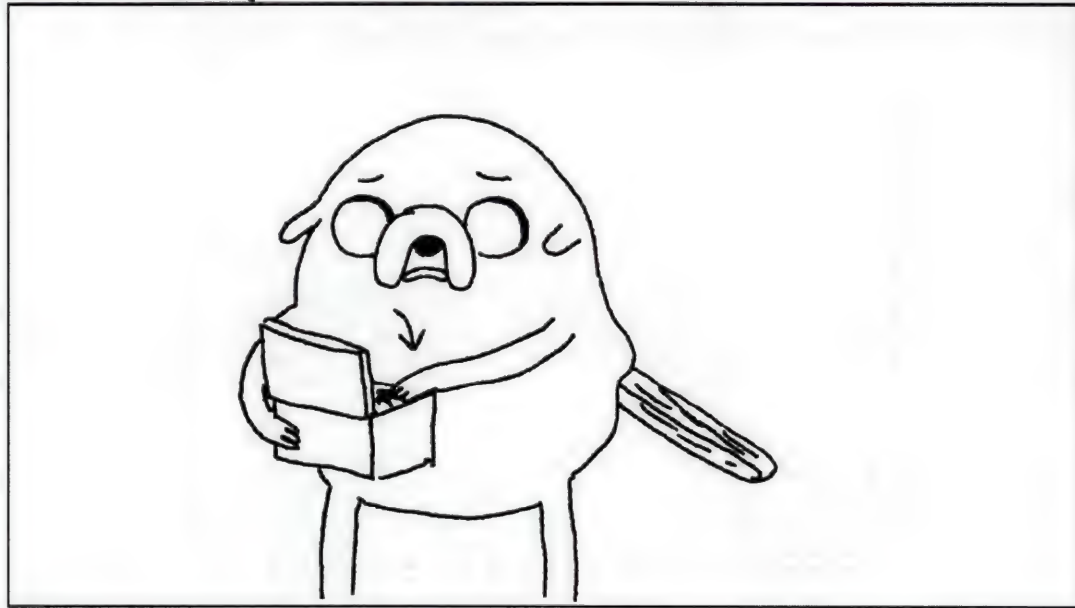
1034/238



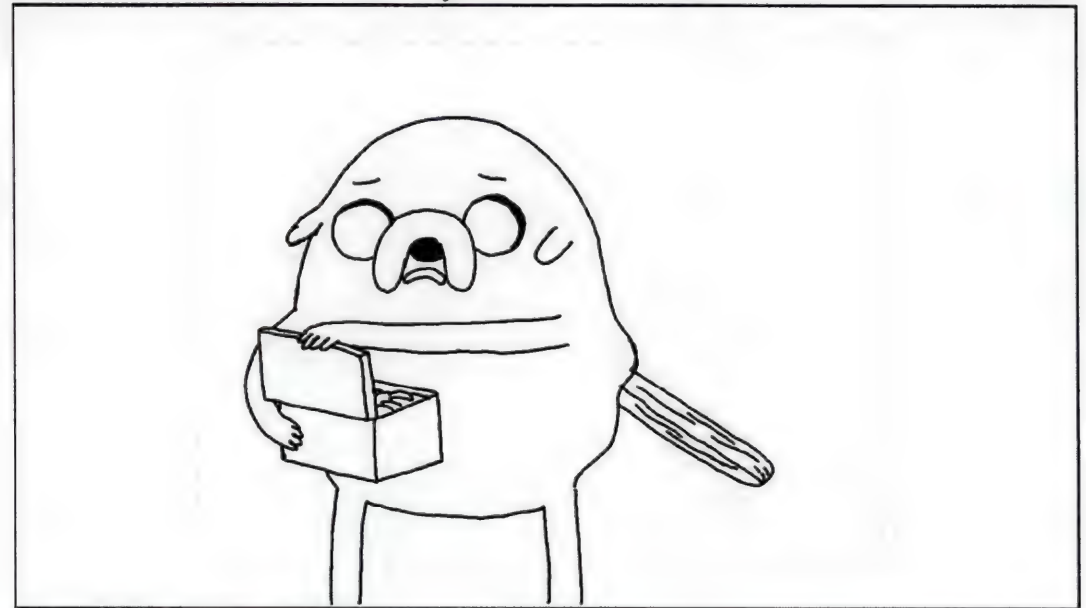
ADVENTURE TIME



Sc. 48 CONT Pnl. E Bg. day night



Sc. 48 CONT Pnl. F Bg. day night



Dialog:	
Action:	J. PUTS CARD IN BOX.
Timing:	
NOV 04 2015	

EPISODE # 1034-238

Production :

# ADVENTURE TIME



Page **90**

Sc. 48 **CONT**

Pnl. **G**

Bg.

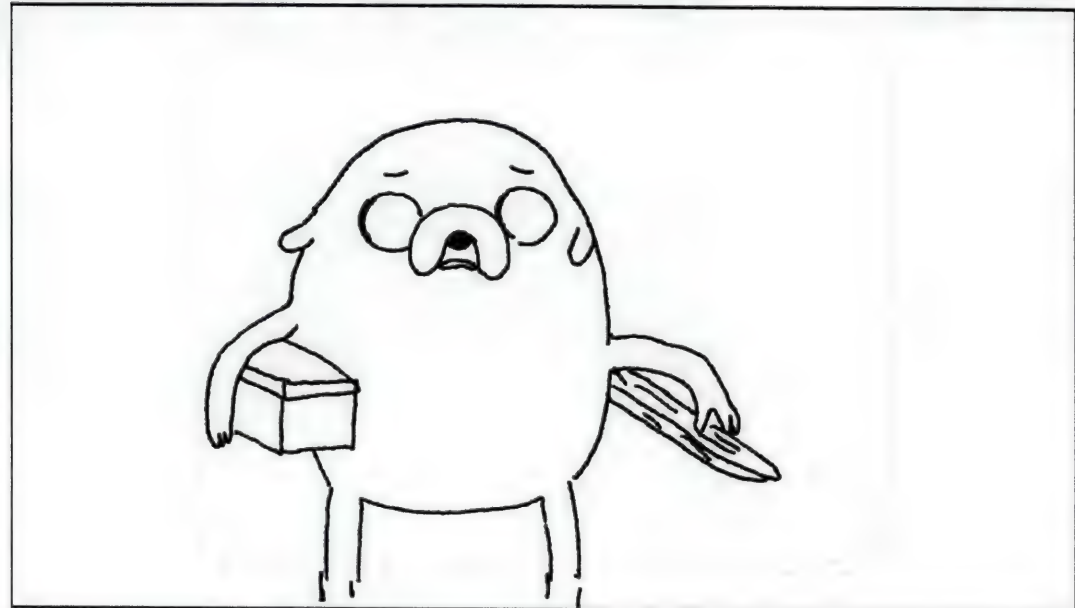
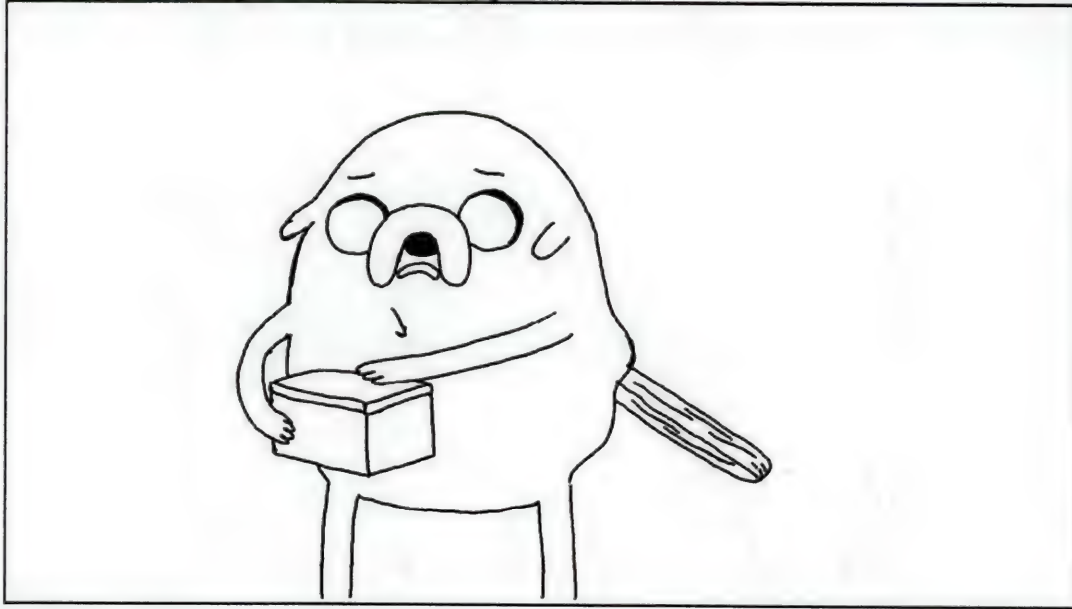
day night

Sc. 48 **CONT**

Pnl. **H**

Bg.

day night



Dialog:

**J (CONT)**

**DADDY'S**

**PRO - TEDGE !**

Action:

NOV 04 2015

Timing:

1034-238

EPISODE #

1034-238

Production :

1034-238



# ADVENTURE TIME



Page 91

Sc. 49

Pnl. A

Bg.

day night



Sc. 49 *CONT*

Pnl. B

Bg.

day night



Dialog:

*©* OF COURSE I'D BE GOOD AT IT BUT I'M NOT INTO IT.

Action:

NOV 04 2015

Timing:

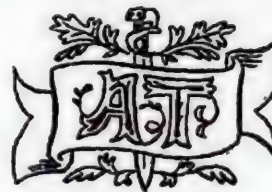
EPISODE # 1034-238

1034/238

Production :

1034/238

ADVENTURE TIME



Page 92

Sc. 50 Pnl. A Bg. day night



Sc. 50 *CONT* Pnl. B Bg. day night



Dialog:

Q I'VE BEEN WAITING YEARS FOR A  
GREAT CARD WARS PARTNER...

Q (CONT) LOOK, I LOST TRACK OF HOW OLD I AM.

Action:

Timing:

NOV 04 2015

EPISODE # 1034-238

1034/238

Production :

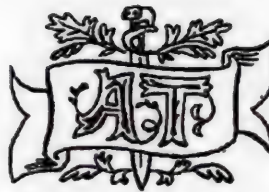
1034/238

1034/238

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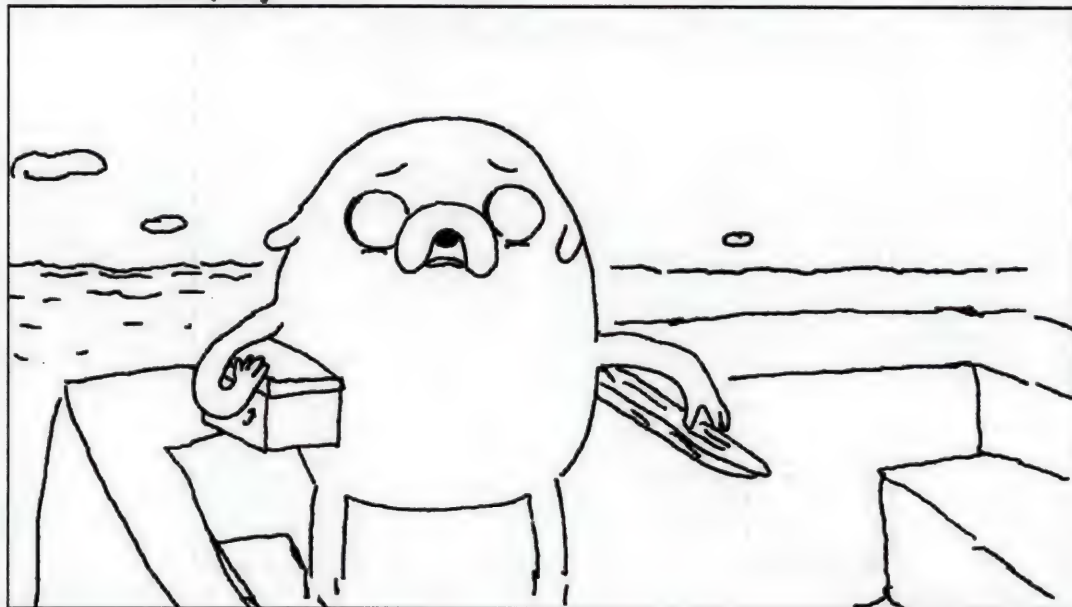


# ADVENTURE TIME

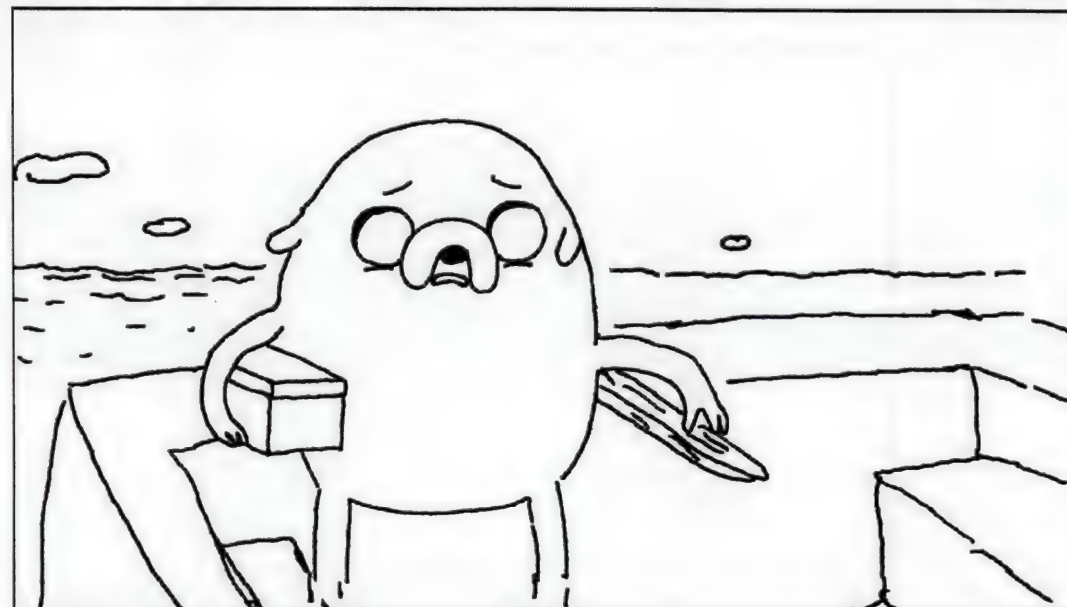


Page **93**

Sc. 50 **CONT** Pnl. C Bg. day night



Sc. 50 **CONT** Pnl. D Bg. day night



Dialog:

☹ MAYBE I'M ALMOST FORTY, I DON'T KNOW.

☹ I AT LEAST NEED TO UNPACK MY LAST  
DECADE BEFORE EMBARKING ON MY NEXT  
DECADE.

Action:

NOV 04 2015

Timing:

Production :

EPISODE #

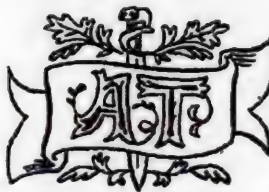
1034-238

1034/238

1034/238

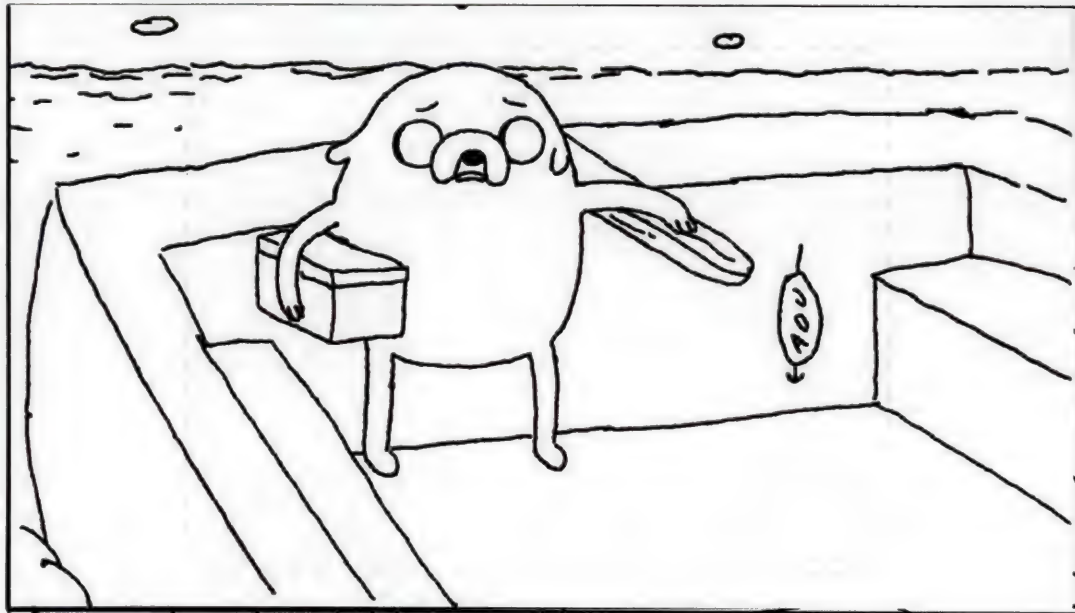
1034/238

# ADVENTURE TIME

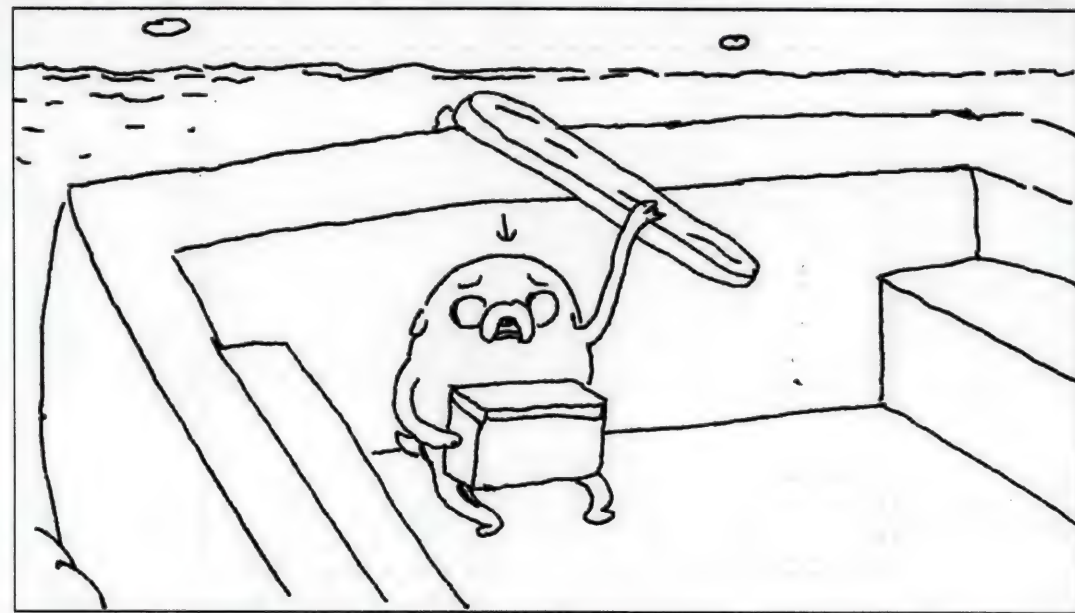


Page **94**

Sc. 50 **CONT** Pnl. **E** Bg. day night



Sc. 50 **CONT** Pnl. **F** Bg. day night



④ IVE GOT TO WIN AND BE  
DIGNIFIED. TWENTIES ARE  
FOR REGRETTING ,

④ THIRTIES ARE FOR BEING DIGNIFIED  
AND FORTIES ARE OLDER THAN  
I EVER WANT TO BE.

- J SHRINKS . ADJ, W/ JAKE

NOV 04 2015

Timing:

1034-238

EPISODE #

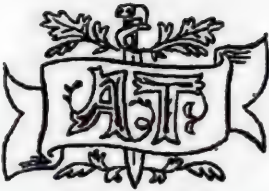
1034/238

Production :

1034/238



ADVENTURE TIME



NO  
SC  
52

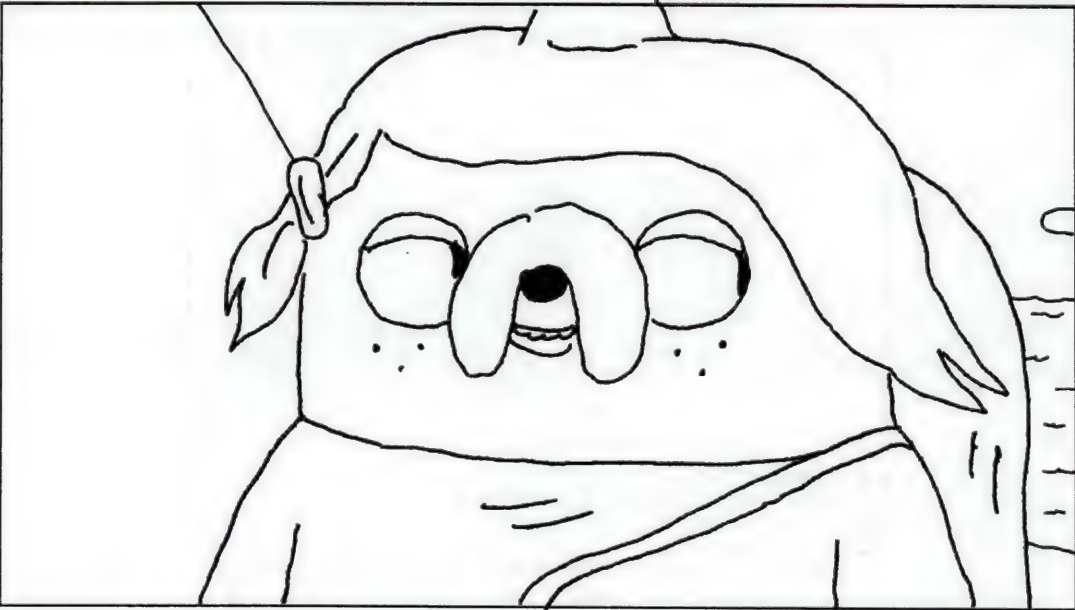
Page 95

Sc. 51

Pnl. A

Bg.

day night

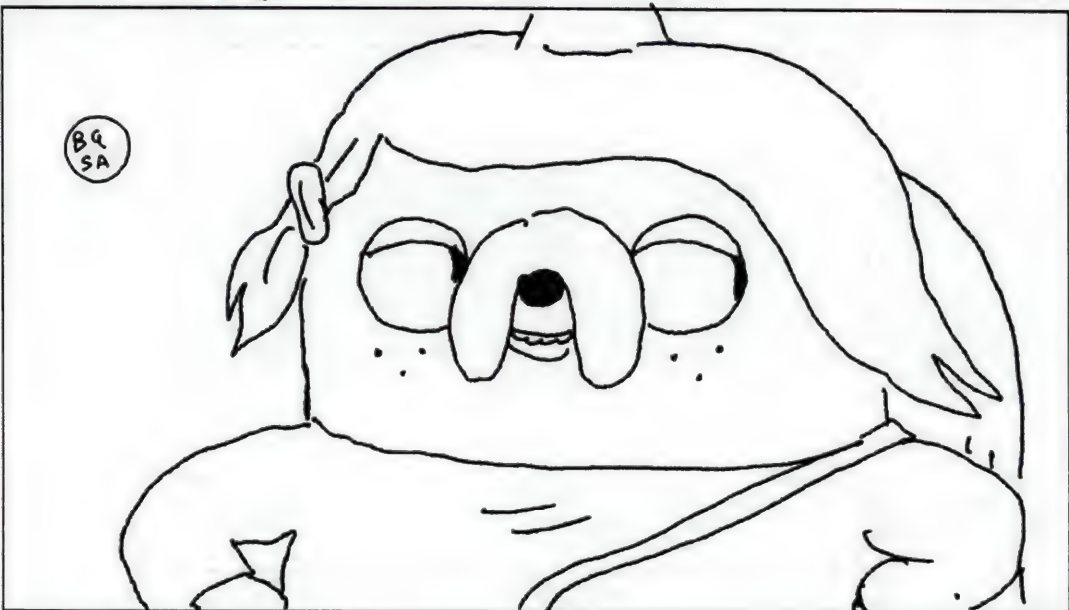


Sc. 51 *CONT*

Pnl. B

Bg.

day night



Dialog:

Ⓒ/ WELL I'M IN MY TWENTIES AND I FEEL GREAT.

Action:

NOV 04 2015

Timing:

Production :

1034-238

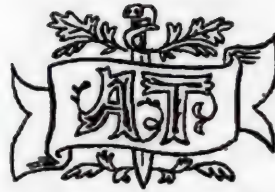
EPISODE #

1034/238

1034/238

1034/238

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 53 Pnl. A Bg. day night

Dialog:

Action:

Timing:



NOV 04 2015

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1034/238

Production :

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1034/238

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# ADVENTURE TIME



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Sc. 53 **CONT**

Pnl. B

Bg.

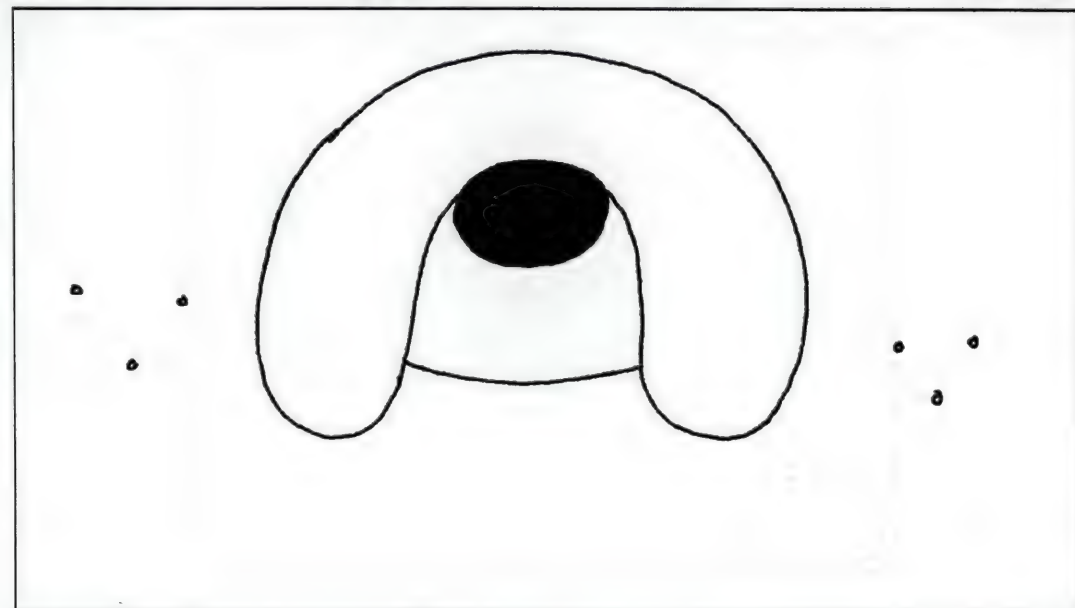
day night

Sc. 54

Pnl. A

Bg.

day night



Dialog:

**C**

OKAY .

YOU GIVE ME ONE OF YOUR -

Action:

S.P.

NOV 04 2015

Timing:

EPISODE #

1034-238

Production :

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1034/238

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Sc. 54 cont

Pnl. B

**Bg.**

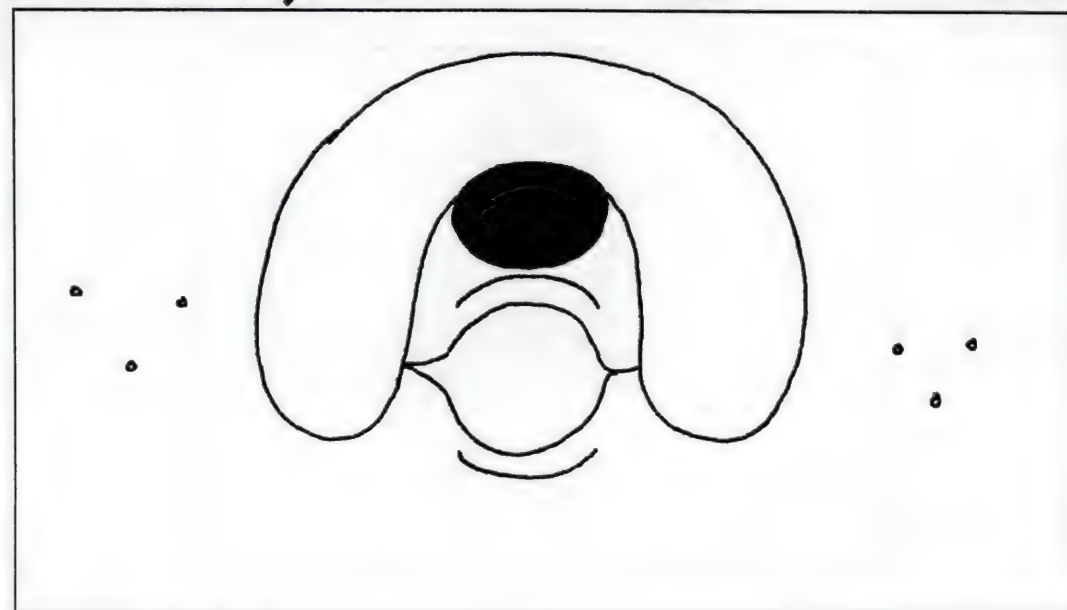
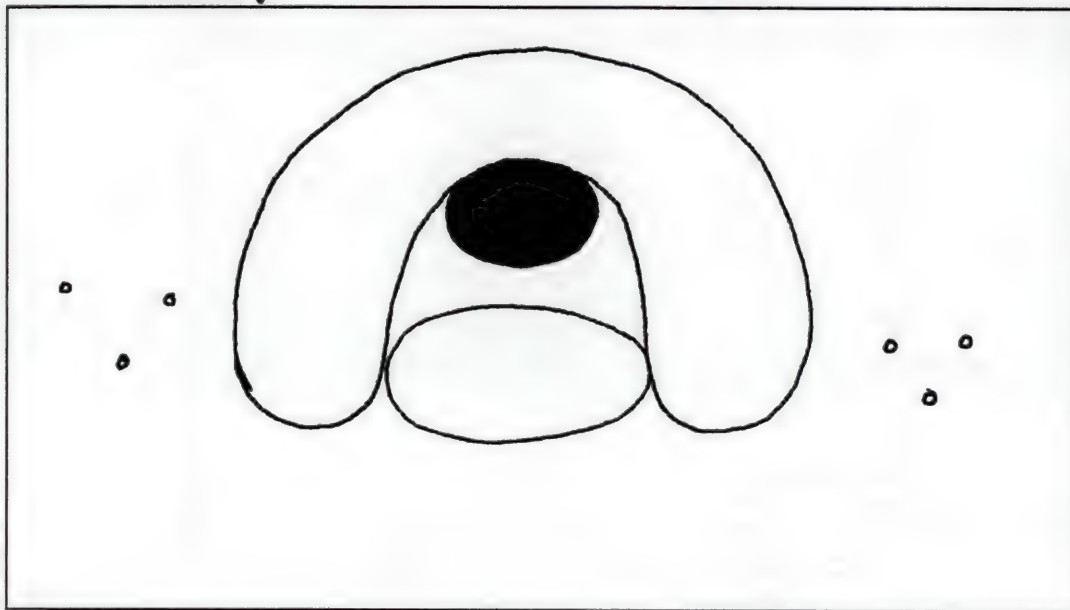
day night

Sc. 54 CONT

Pnl. C

**Bg.**

day night



**Dialog:**

(E) (CONT) B 0 0 0 0 0 0 0 0 -

**Action:**

NOV 04 2015

**Timing:**

EPISODE # 1034-238

**Production :**

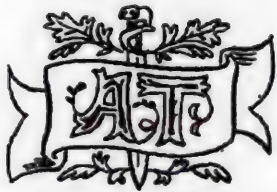
1034/238

1034/238

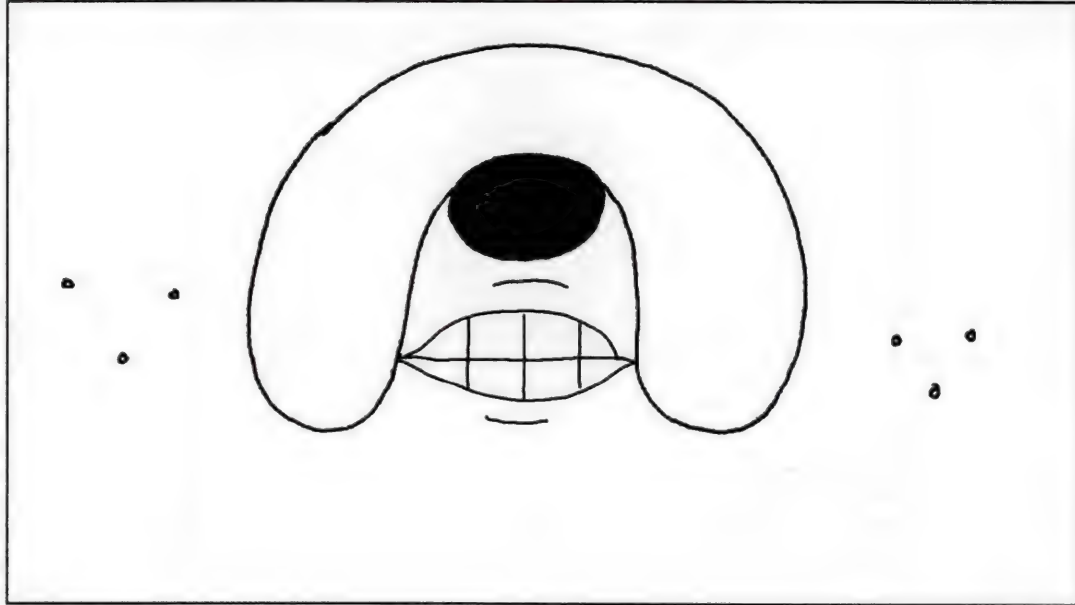
1034-238



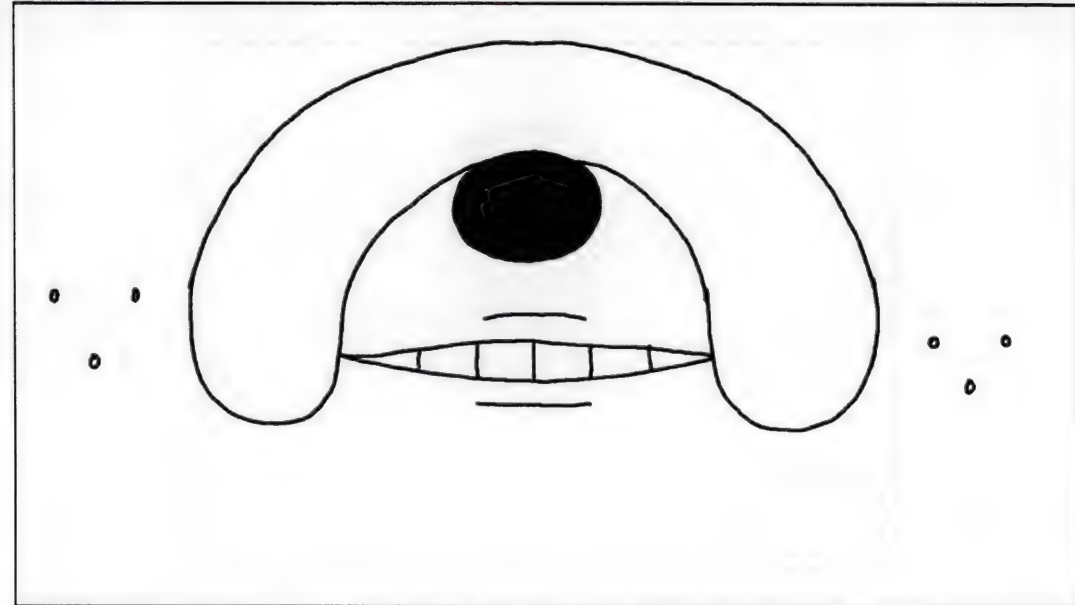
ADVENTURE TIME



Sc. 54 *CONT* Pnl. 0 Bg. day night



Sc. 54 *CONT* Pnl. E Bg. day night



Dialog:	
<i>E/ (CONT) <u>ONES</u>,</i>	
Action:	
NOV 04 2015	
Timing:	

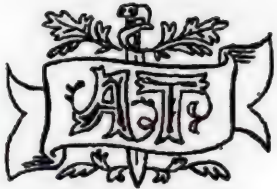
EPISODE # 1034-238  
Production :

1034/238

1034/238

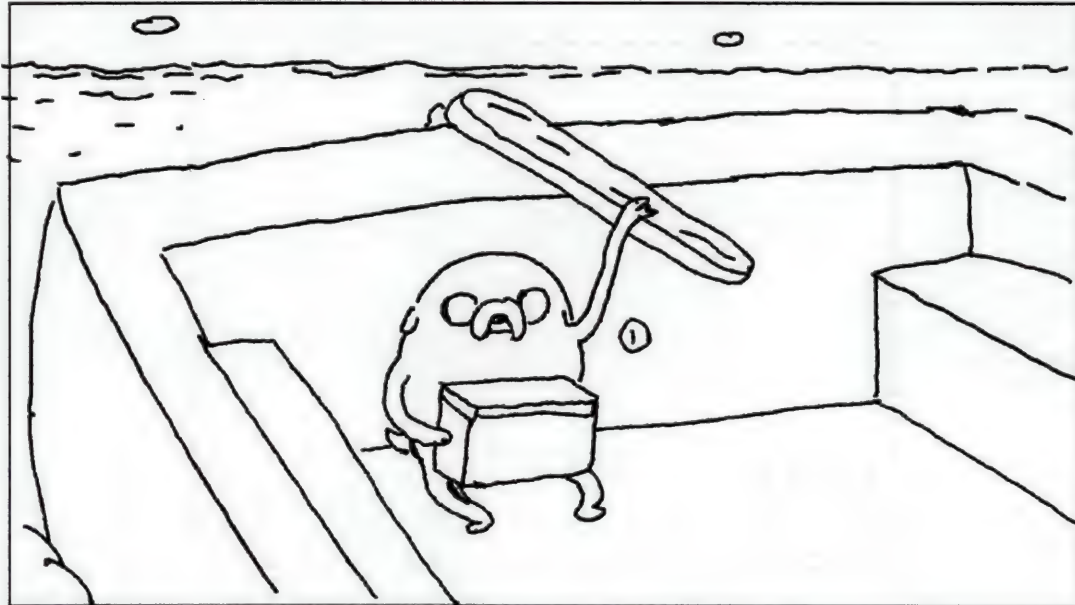
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ADVENTURE TIME

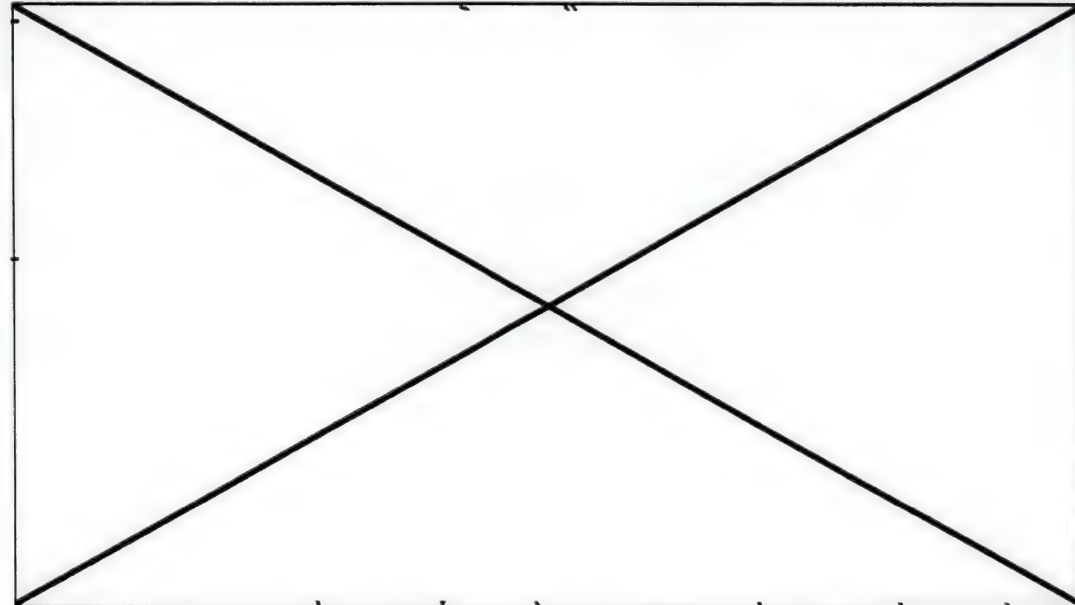


Page 100

Sc. 55 Pnl. A Bg. day night



Sc. Pnl. Bg. day night

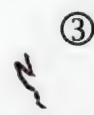


Dialog:

(9/5)  
C AND I'LL PLAY ONE OF YOUR  
GAAAAAMES.

Action:

Timing:



NOV 04 2015

Production :

EPISODE #

1034-238

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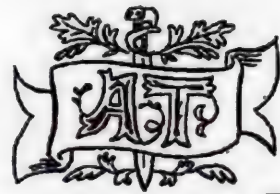
1034/238

1034/238

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 55 *cont* Pnl. B Bg. day night

Dialog:

Action:

Timing:

NOV 04 2015

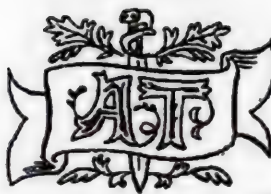
1034-238

EPISODE #

1034/238

Production :

# ADVENTURE TIME



NO SC'S  
56-57

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Sc. 55 *CONT* Pnl. *C*

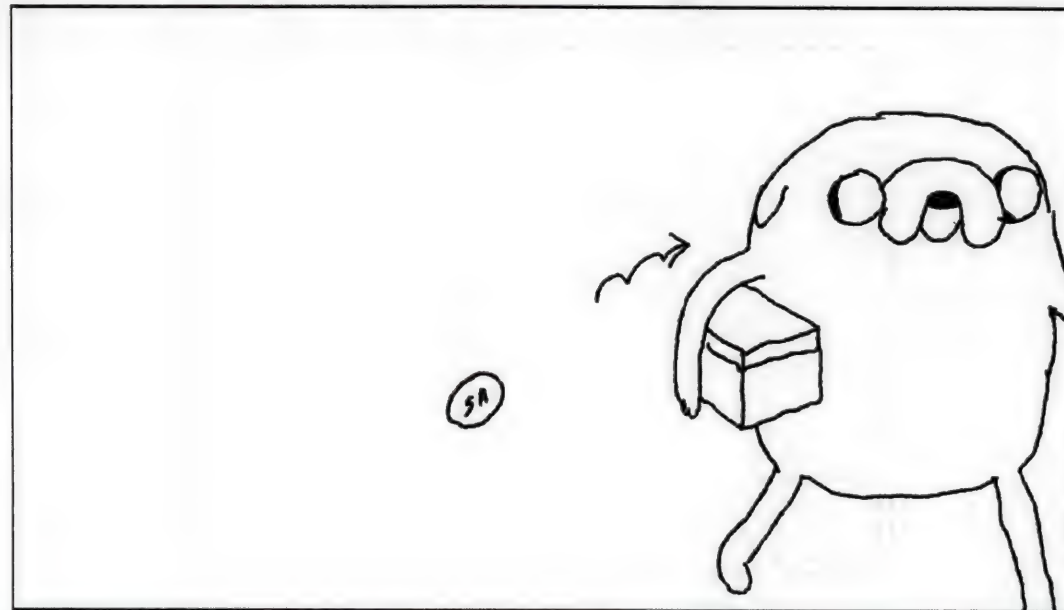
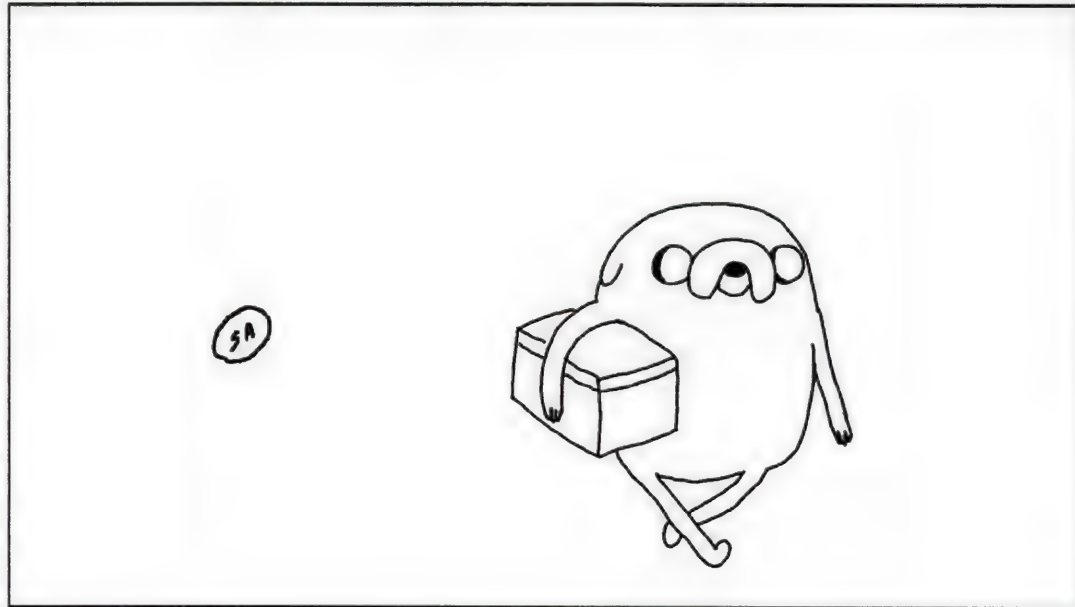
Bg.

day night

Sc. 55 *CONT* Pnl. *D*

Bg.

day night



Dialog:

Action:

-J. WALKS FORWARD/ GROWS.

NOV 04 2015

Timing:

EPISODE #

Production :

1034-238

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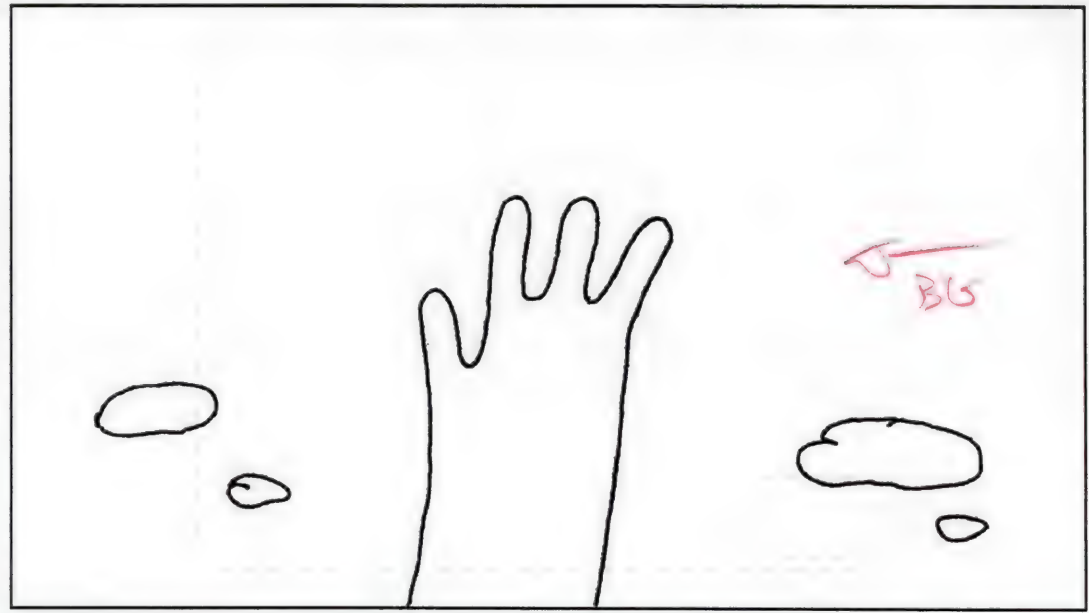
1034/238



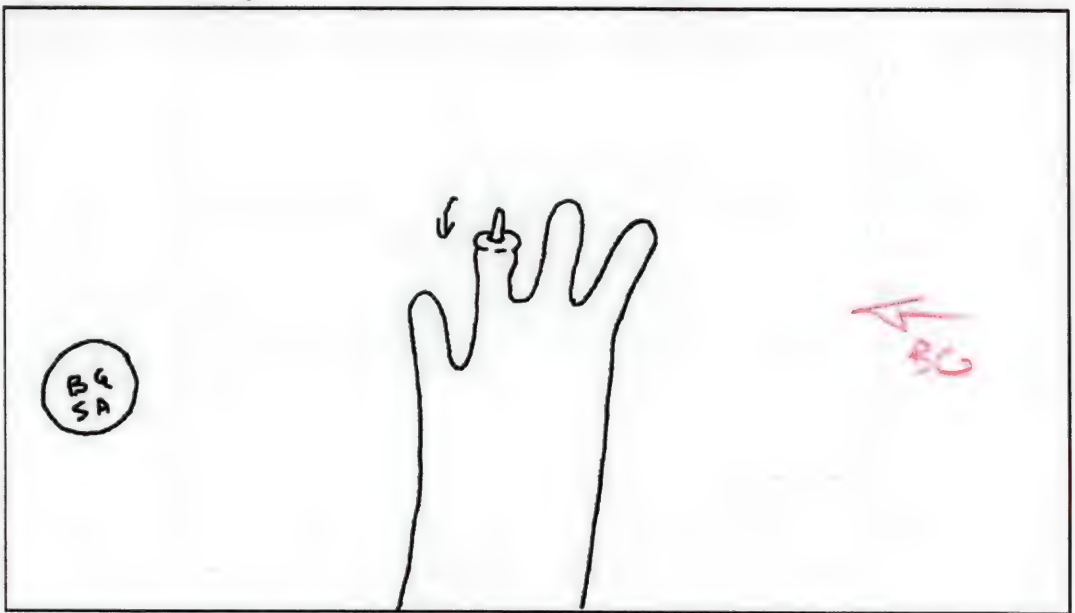
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 58 *cont* Pnl. B Bg. day night



Dialog:	
Action:	- FLESH STRETCHES OUT of THE WAY.
Timing:	

NOV 04 2015

EPISODE # 1034-238

Production :

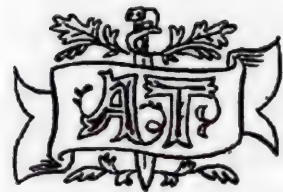
1034/238

1034/238

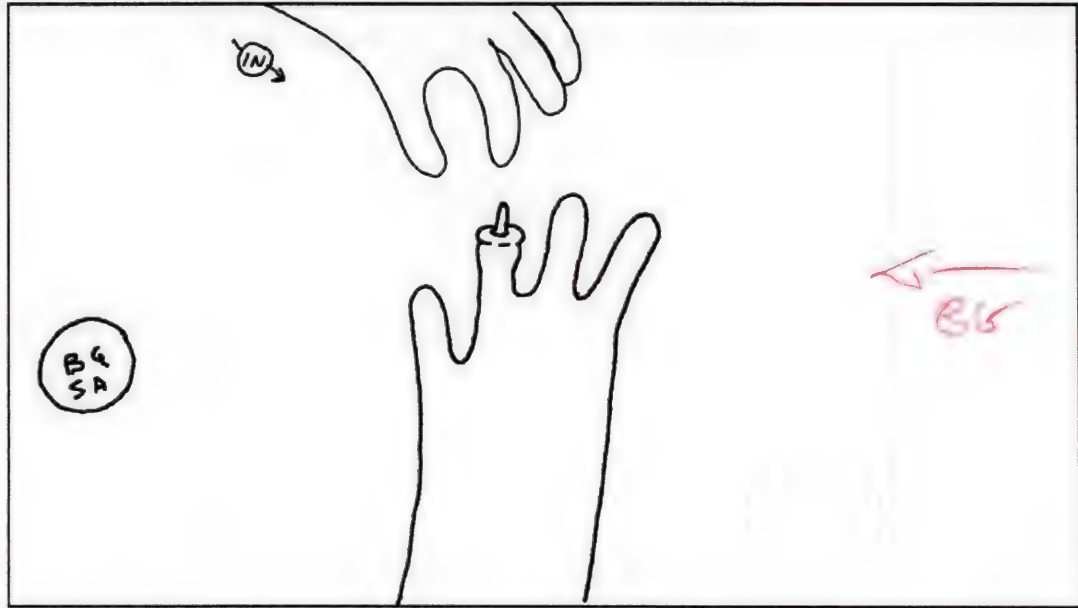
1034/238

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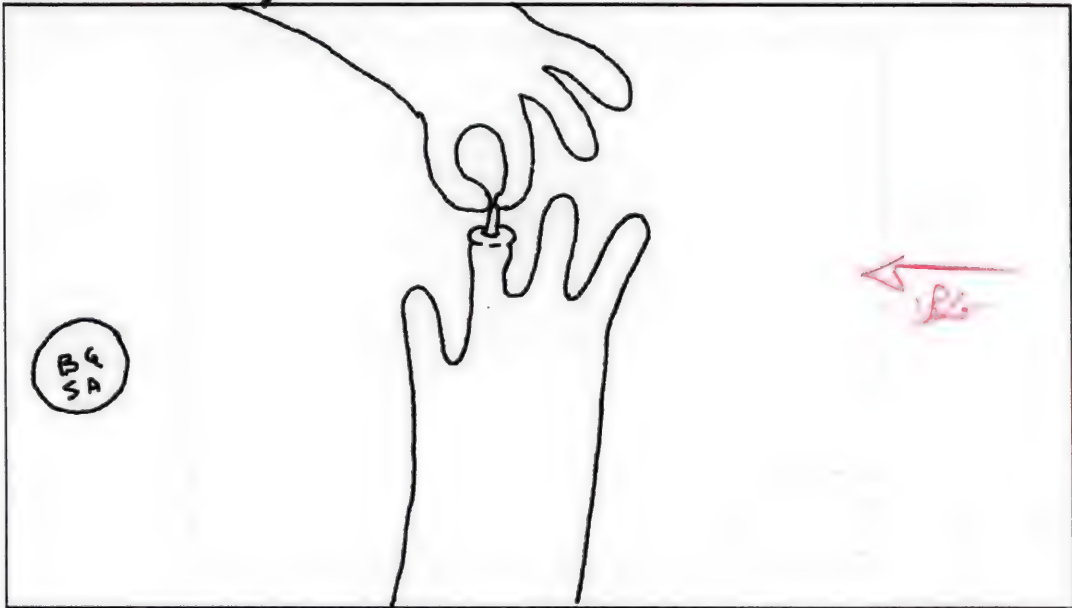
ADVENTURE TIME



Sc. 58 *CONT* Pnl. C Bg. day night



Sc. 58 *CONT* Pnl. D Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

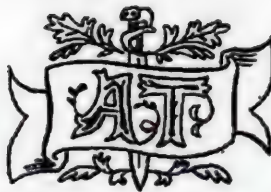
1034-238

EPISODE #

Production :



# ADVENTURE TIME



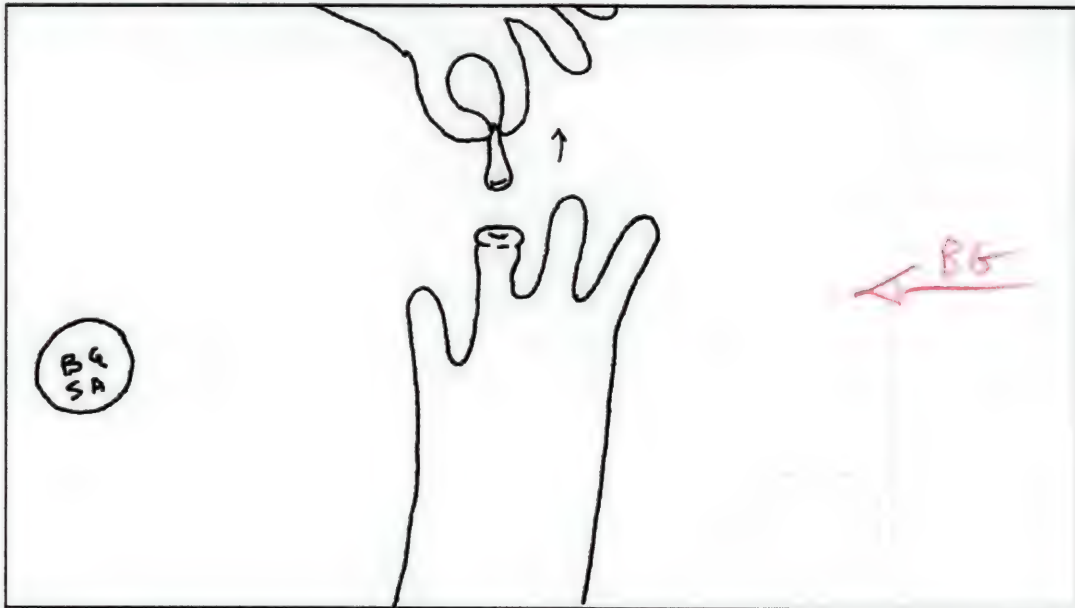
Page 105

Sc. 58 *CONT*

Pnl. E

Bg.

day night

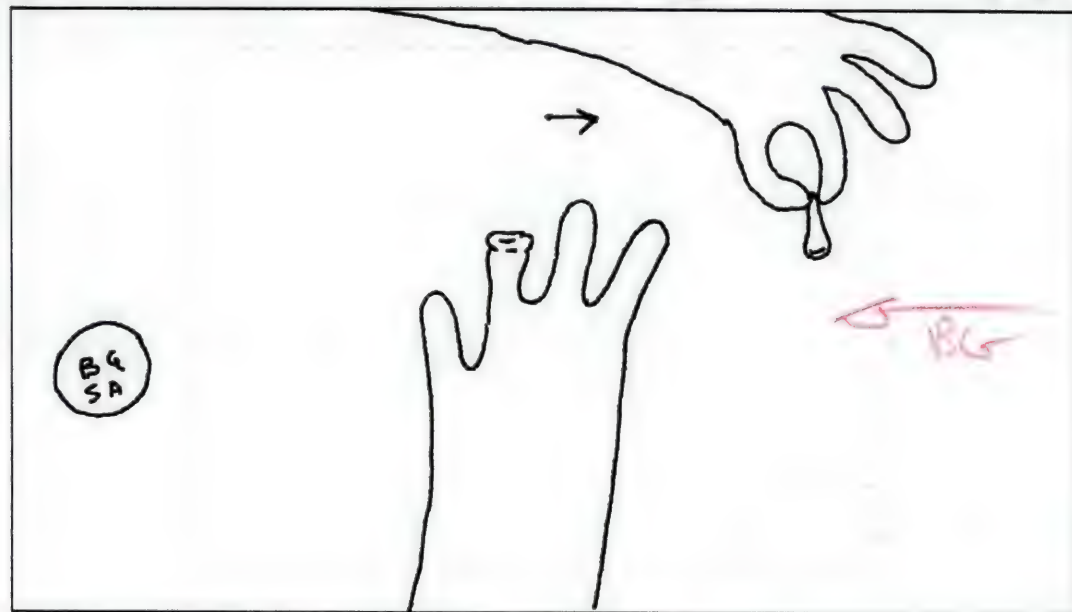


Sc. 58 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

NOV 04 2015

Production :

EPISODE #

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1034/238

Sc.

58 cont Pnl. G

Bg.

day night

# ADVENTURE TIME

Page 106  
~~106A~~ NEXT

(poses on  
page 106A)

EPISODE # 1034-238

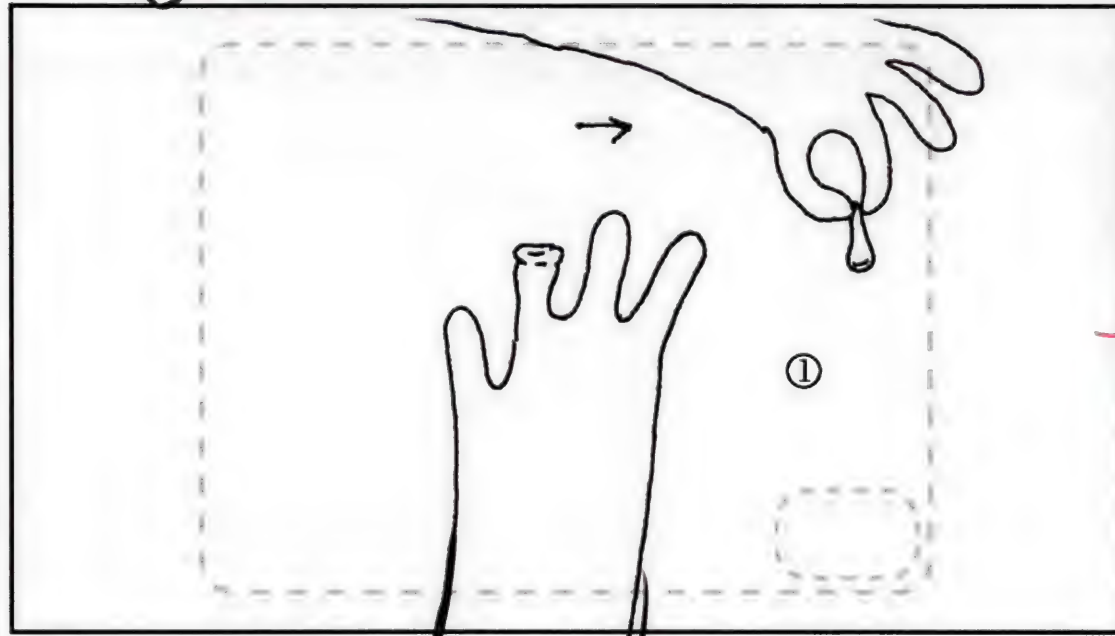
EPISODE #

1034/238

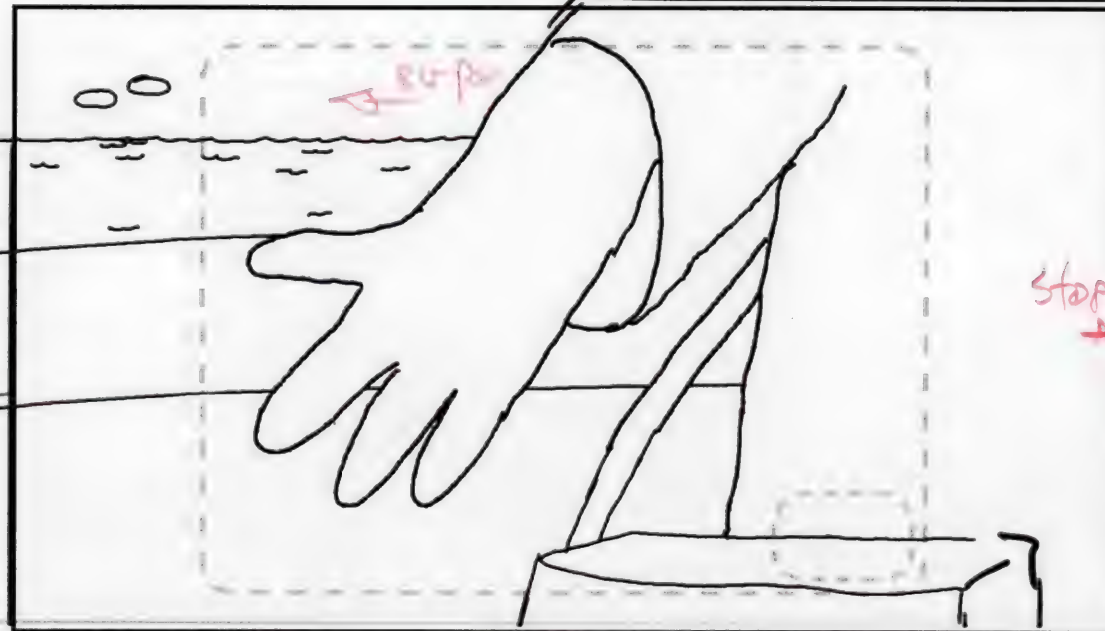
Production:

Dialog:
Action:
NOV 04 2015
Timing:

1034/238



Start  
Diag Pan  
BG



Stop



1034/238

# ADVENTURE TIME

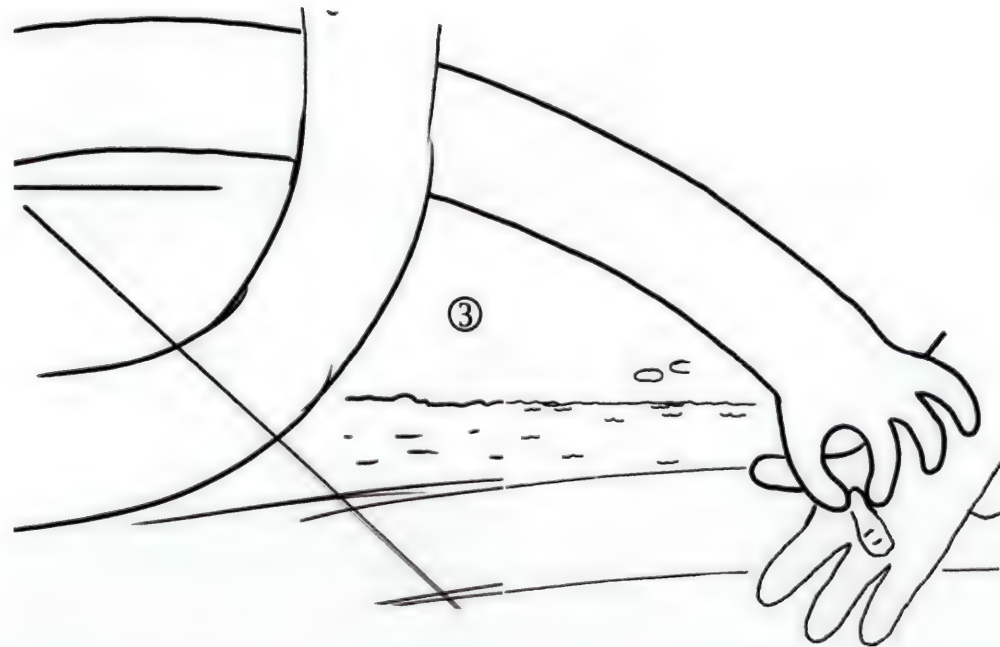
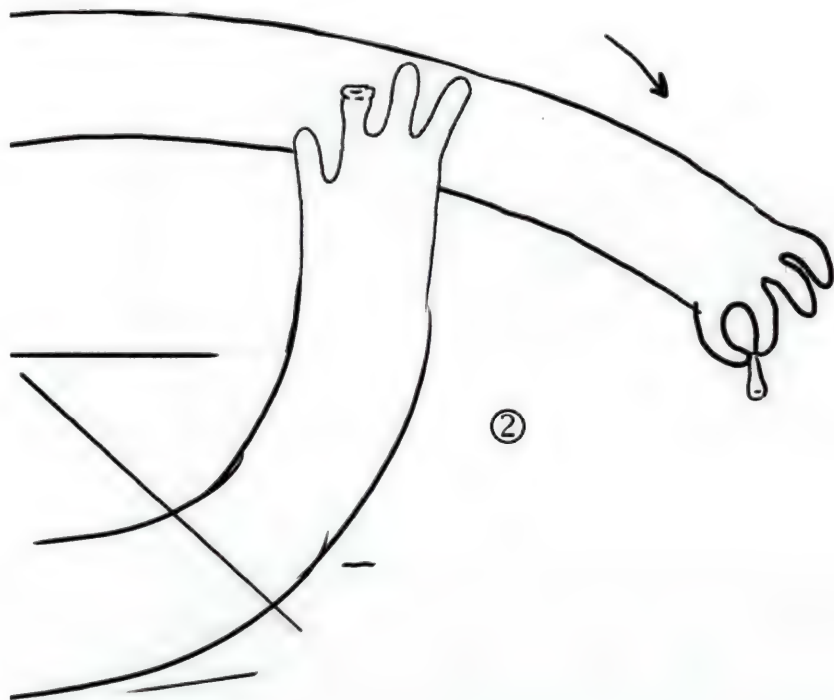
Sc.

*58 const* Pnl. G (poses) Bg.

day night



Page 106A  
*107 NEXT*



NOV 04 2015

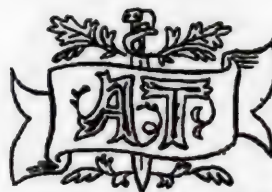
Production:

EPISODE # 1034-238

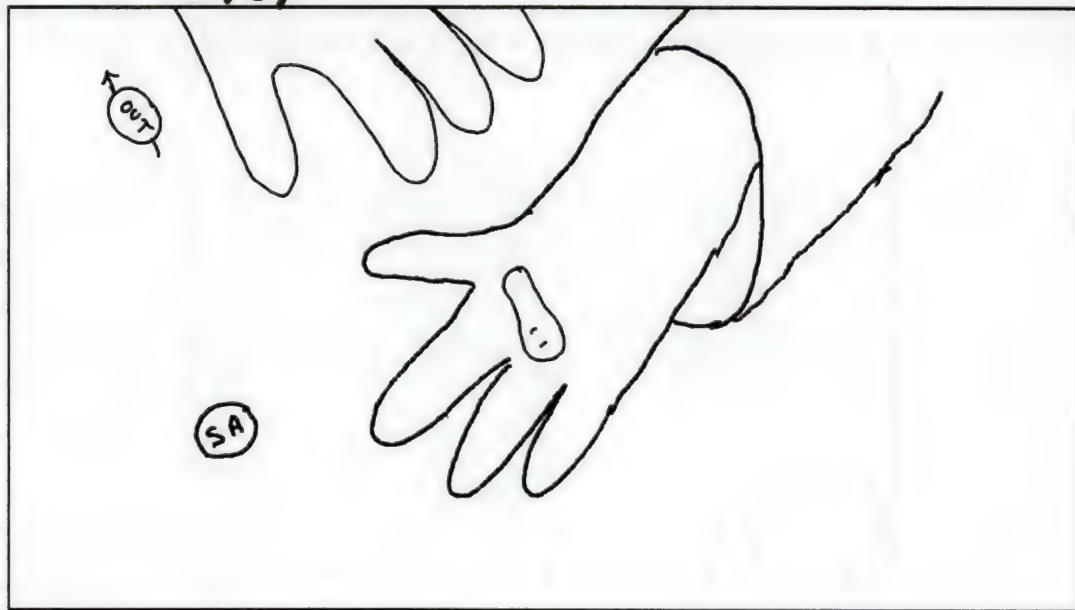
1034/238

1034/238

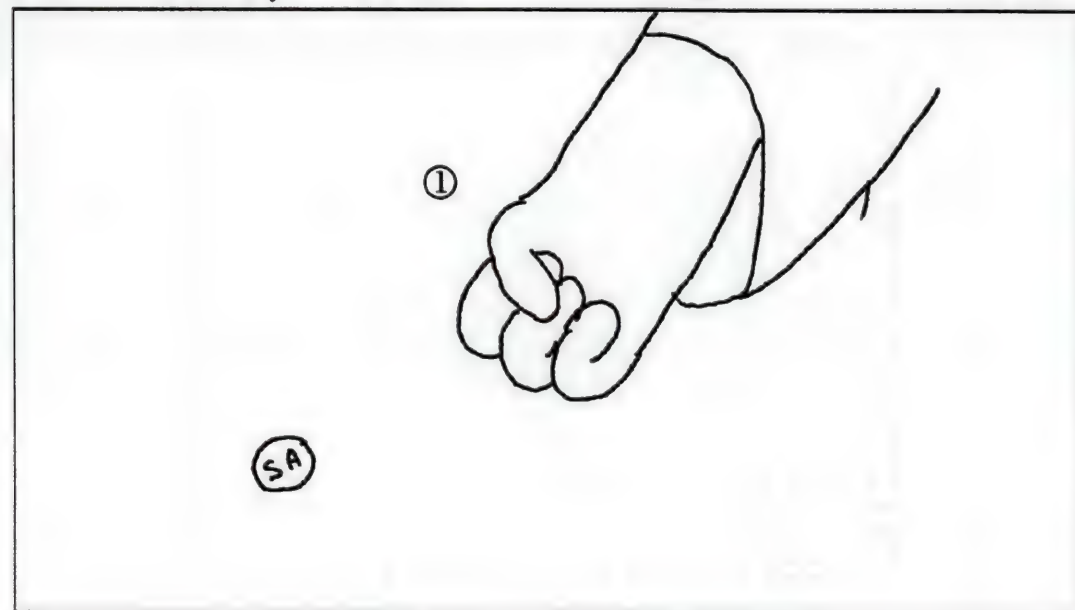
ADVENTURE TIME



Sc. 58 *CONT* Pnl. H Bg. day night



Sc. 58 *CONT* Pnl. I Bg. day night



Dialog:
Action:
Timing:



NOV 04 2013

1034-238 EPISODE # 1034/238 Production :

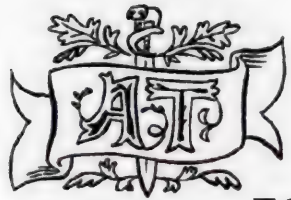
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1034/238

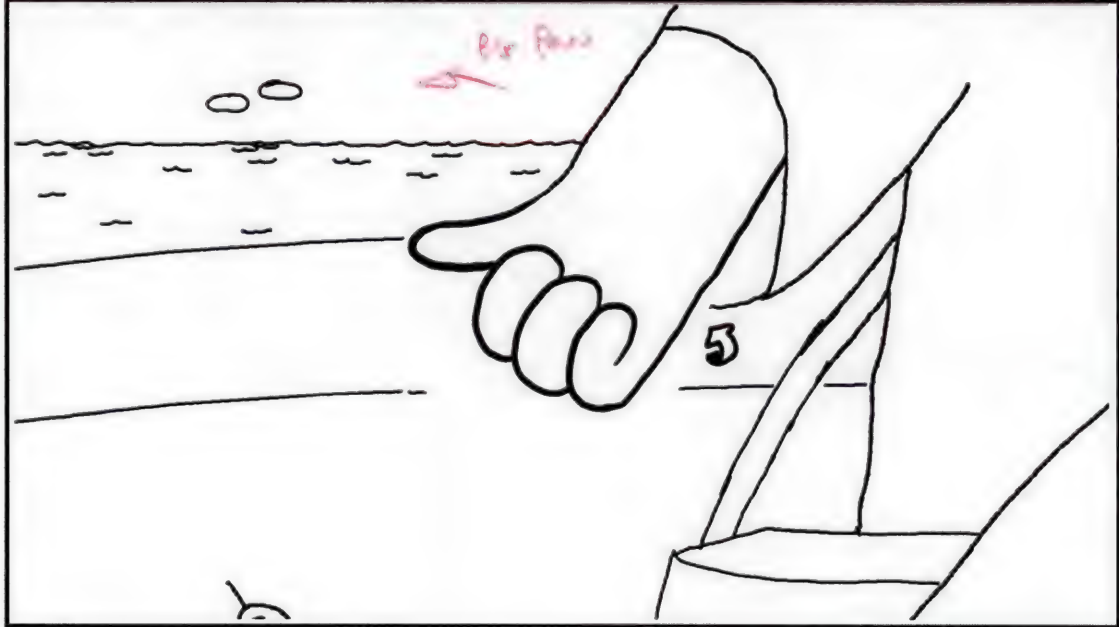
1034/238



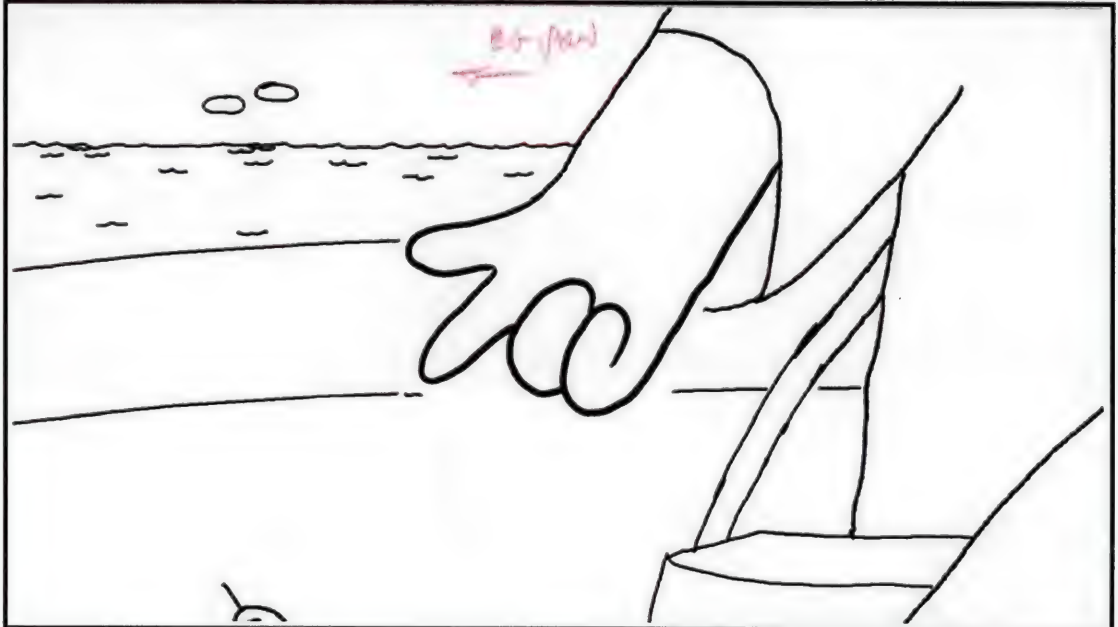
ADVENTURE TIME



Sc. 58 *CONT* Pnl. J Bg. day night



Sc. 58 *CONT* Pnl. K Bg. day night



Dialog:
Action:
Timing:

NOV 04 2015

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EPISODE # 1034-238

1034/238

Production:

1034/238

1034/238

# ADVENTURE TIME



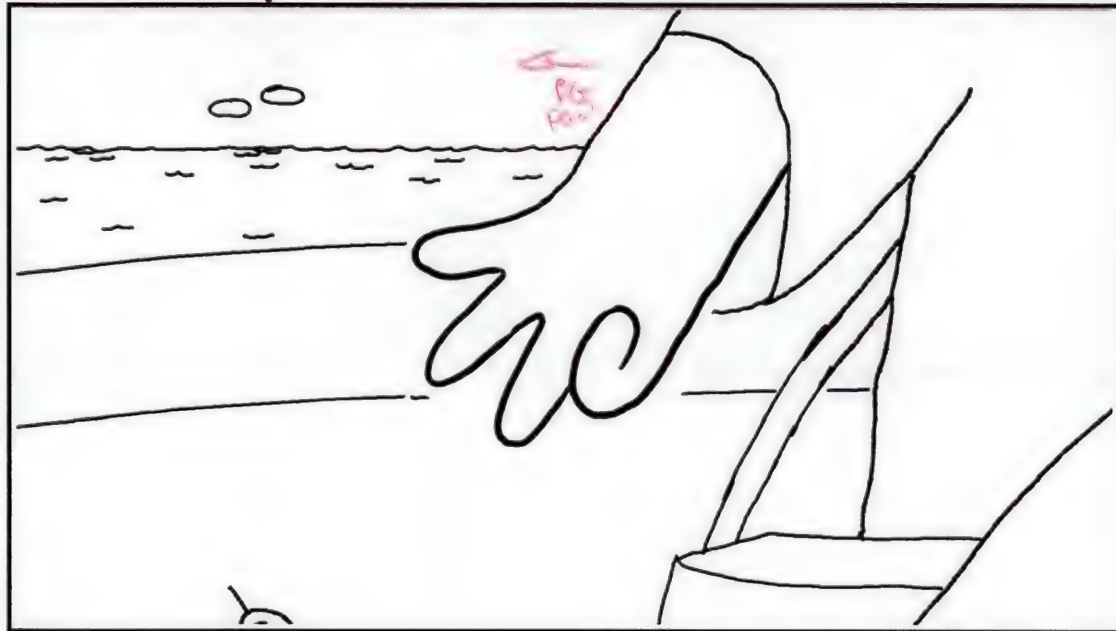
NO  
SC  
59

Sc. 58 *cont*

Pnl. L

Bg.

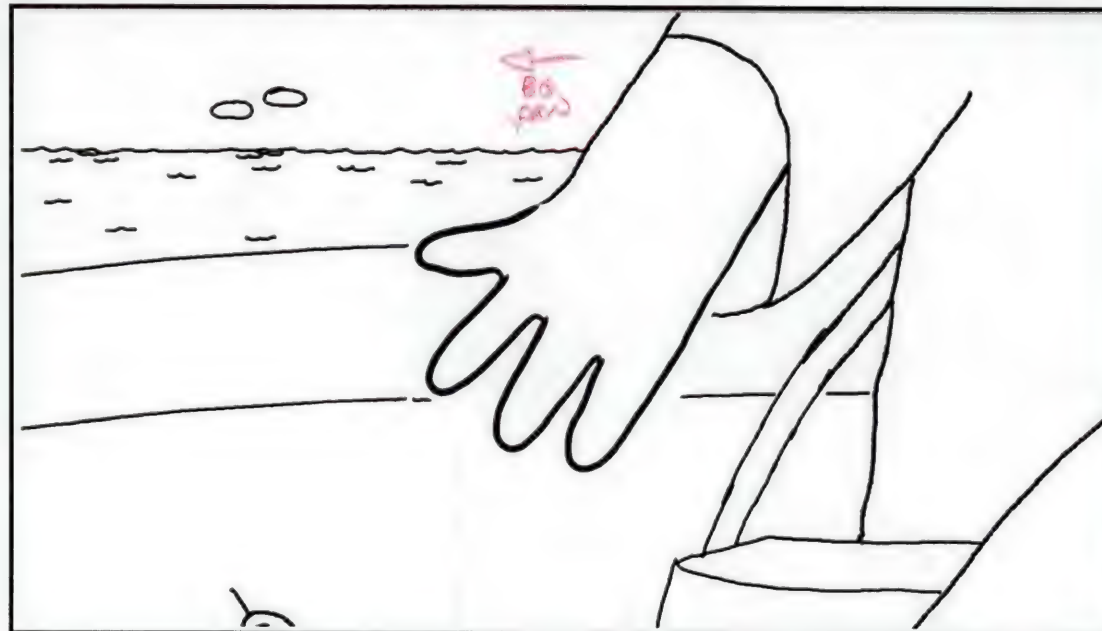
day night



Sc. 58 *cont*

Pnl. M

Bg.



Page 109  
NO ~~PG~~ 110-111  
day night

Dialog:

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

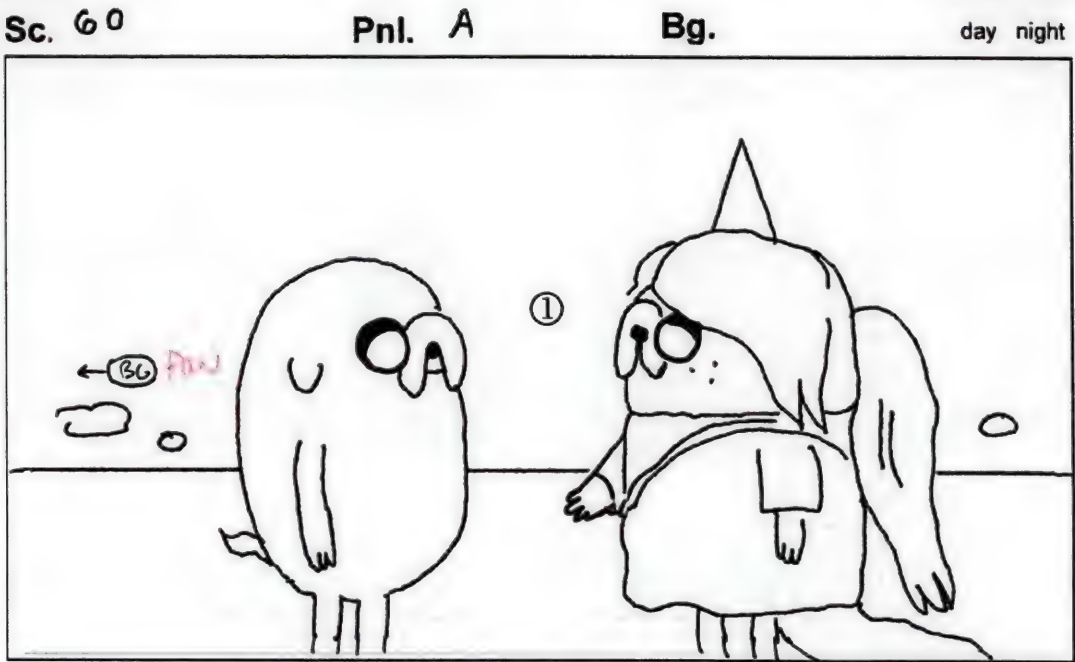
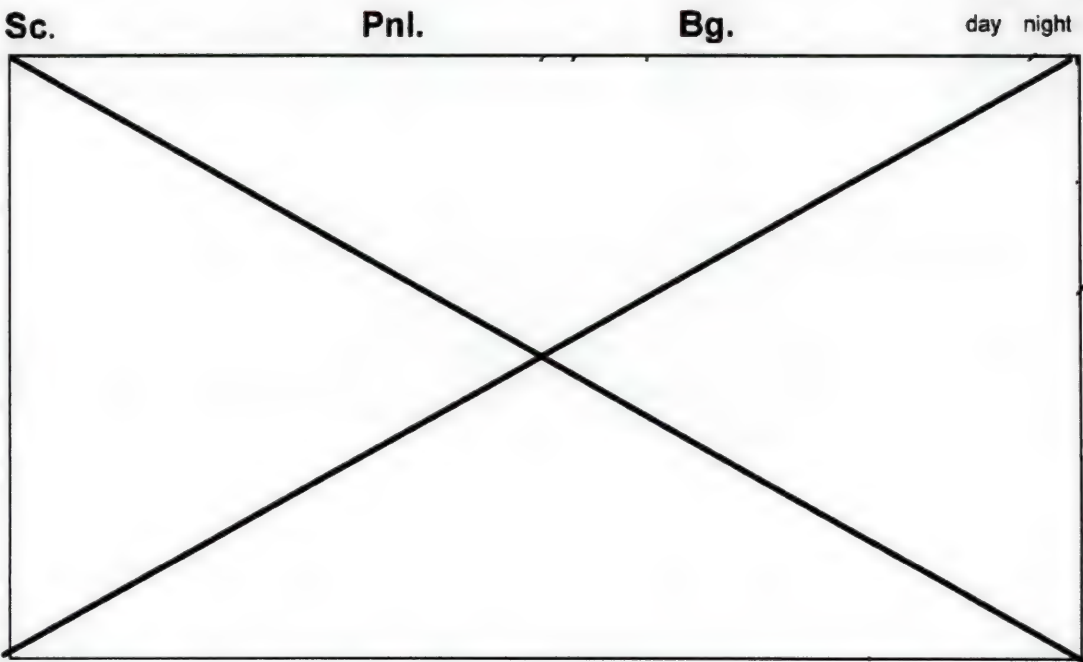
1034/238

Production:

1034/238



ADVENTURE TIME



Dialog:

Action:

Timing:

NOV 04 2015

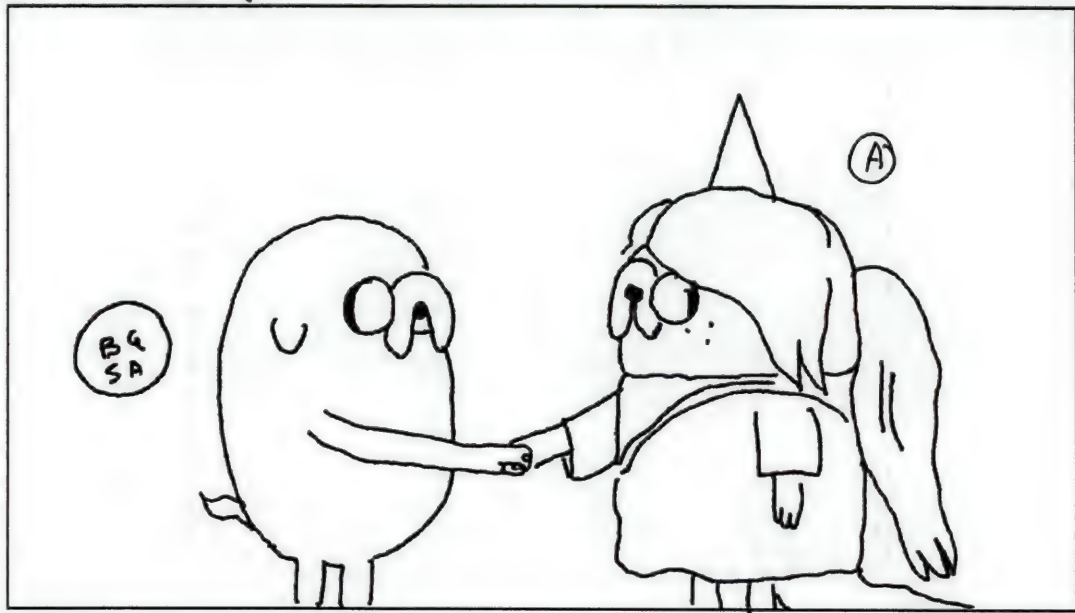
1034-238 EPISODE # 1034/238 Production :

ADVENTURE TIME

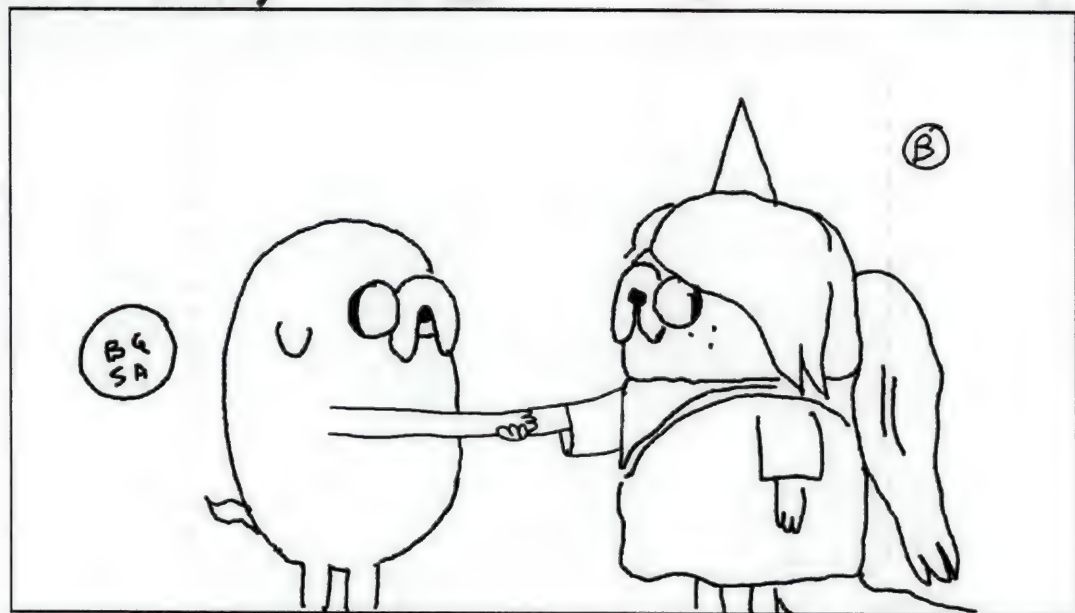


Page 113

Sc. 60 CONT Pnl. B Bg. day night



Sc. 60 CONT Pnl. C Bg. day night



Dialog:
Action:
Timing:

(A) (B) (A) (B) (A)

NOV 04 2015

Production :

EPISODE # 1034-238

1034/238

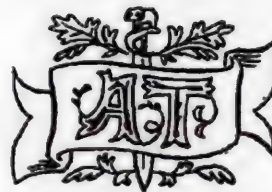
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1034/238



ADVENTURE TIME



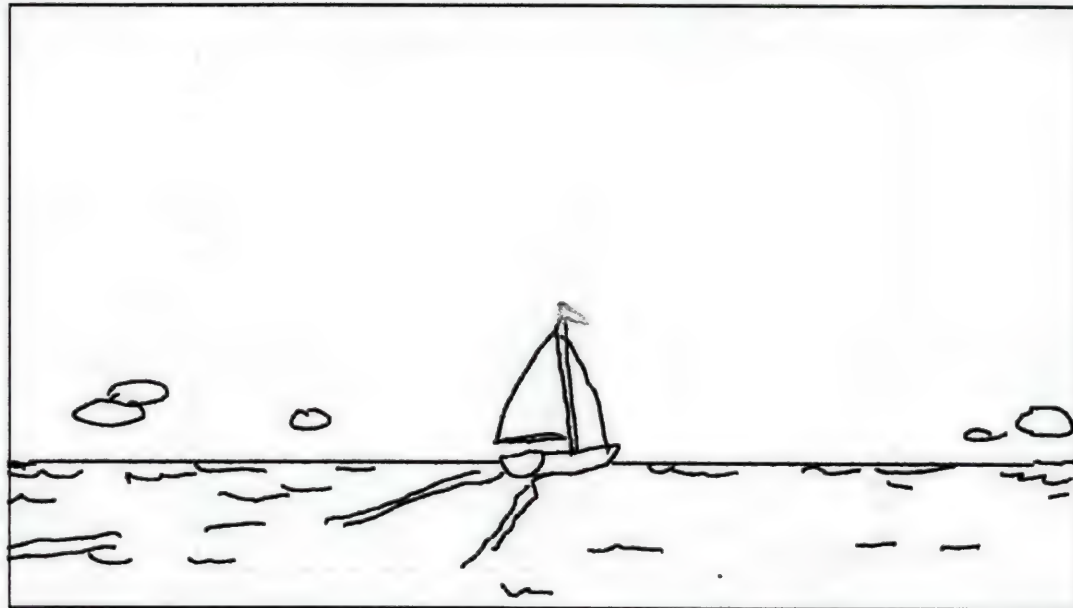
Page 114

Sc. 61

Pnl. A

Bg.

day night

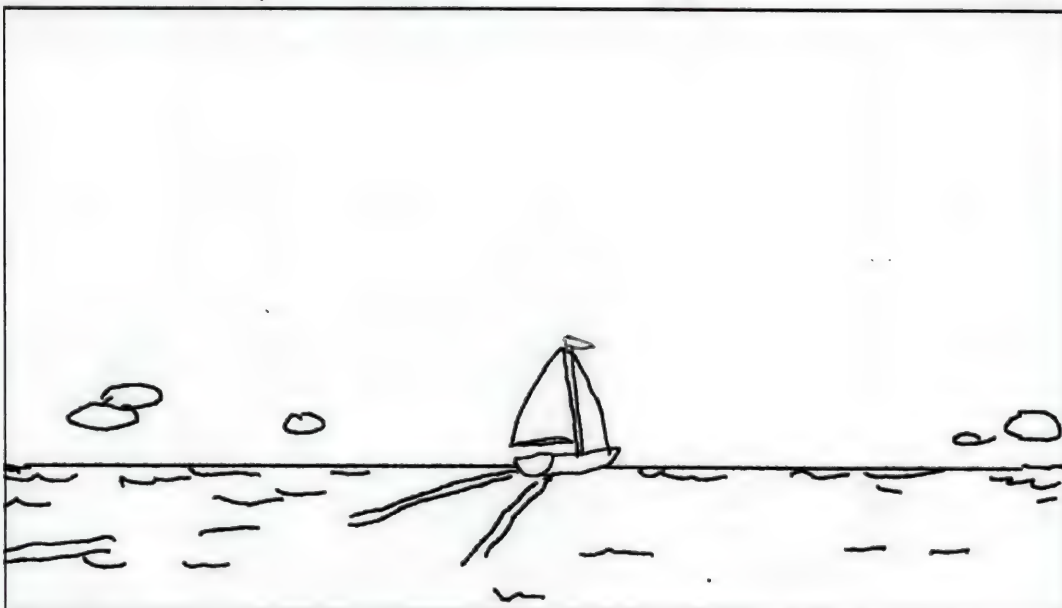


Sc. 61 *CONT*

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

- SLOW MOVING.

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EPISODE #

Production :

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1034/238

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1034/238

# ADVENTURE TIME



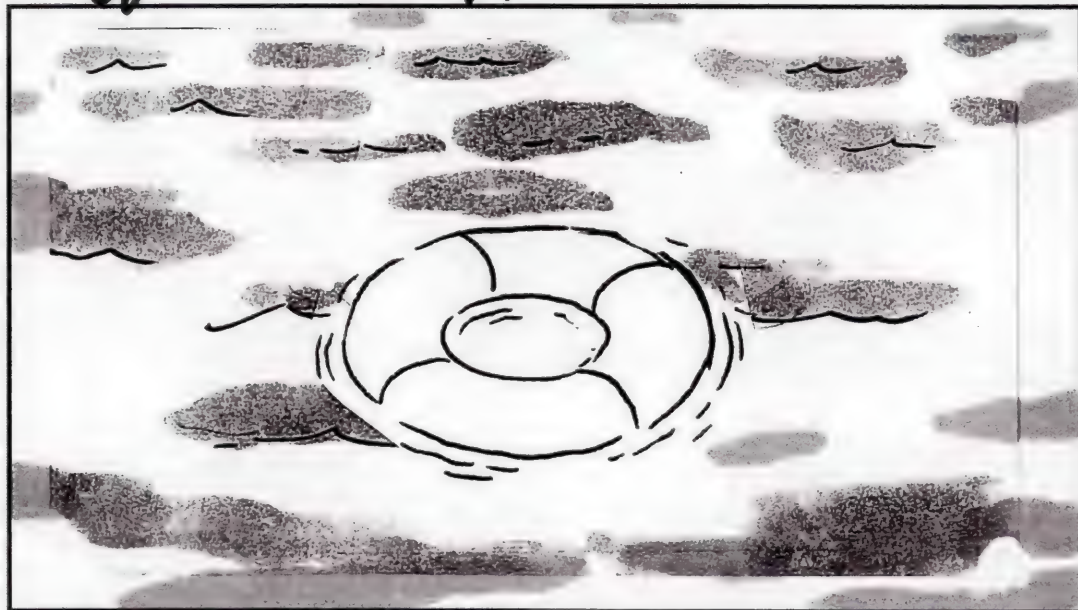
Page 115

Sc. 62

Pnl. A

Bg.

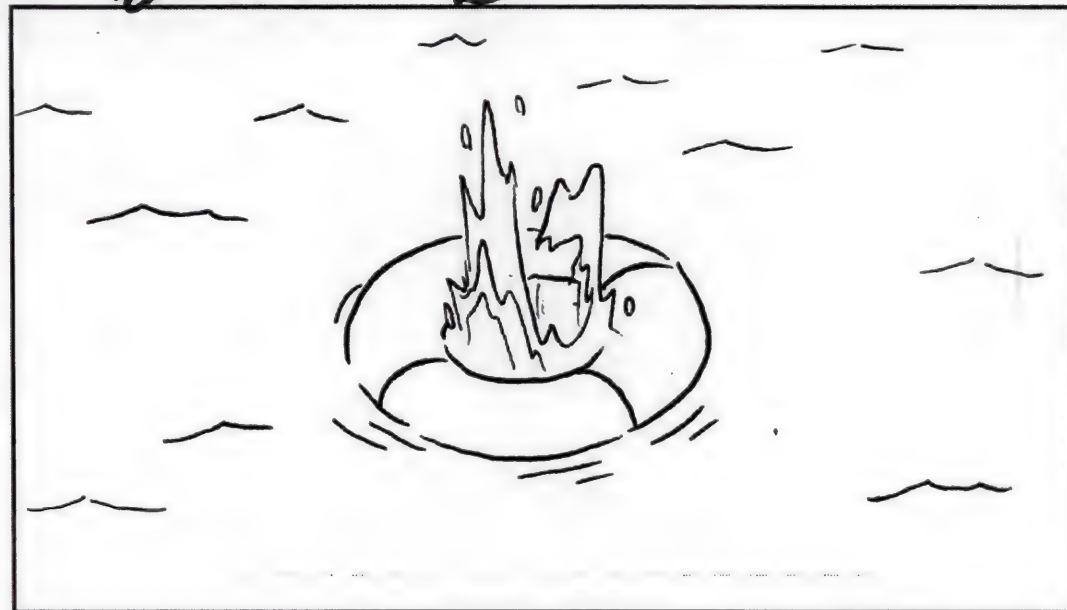
day night



Sc. 62 CONT Pnl. B

Bg.

day night



Dialog:

SFX: \* SPSHH - ZZT! \*

Action:

-LIFE PRESERVER FLOATS WHERE  
JAKE TOSSED IT.

- SPLASH UPWARD AT THE CENTER  
OF LIFE PRESERVER.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238



# ADVENTURE TIME



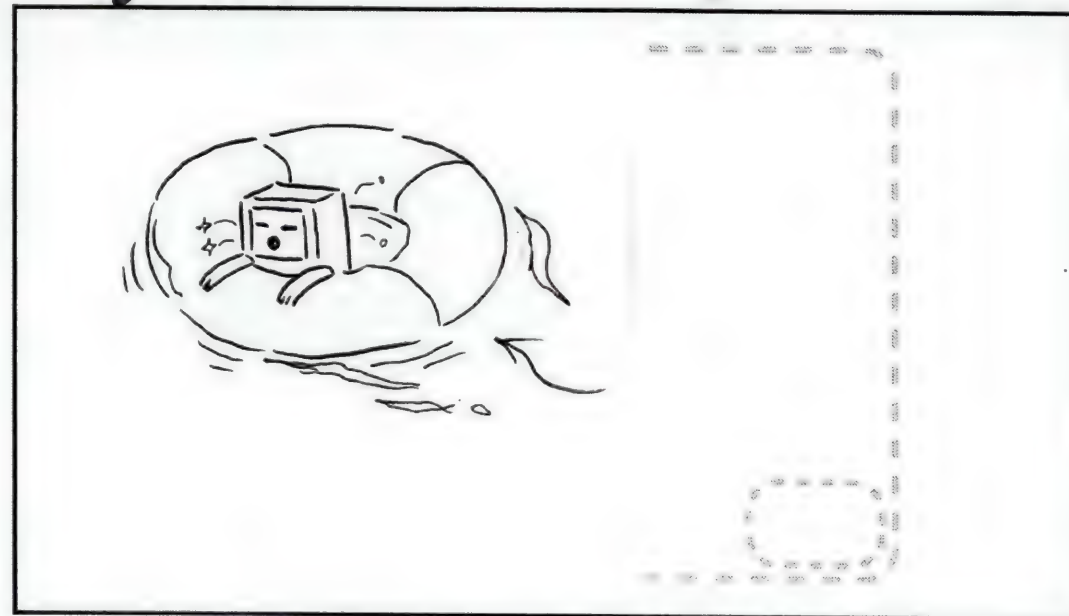
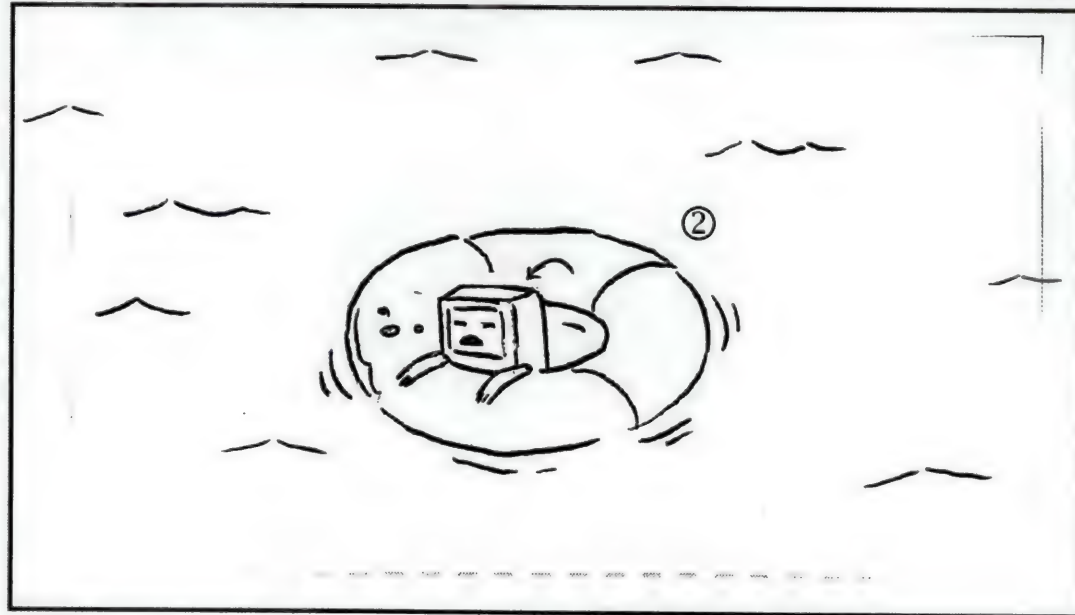
Page 116

Sc. 62 CONT Pnl. C Bg.

day night

Sc. 62 CONT Pnl. D Bg.

day night



Dialog:

BMO: [ CAUGH ]  
SFX: \* ZZZ \*

Action:

- BMO FLOPS ONTO LIFE PRESERVER.

- SMALL SPARKS FLY OFF BMO.

NOV 04 2013

Timing:



EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

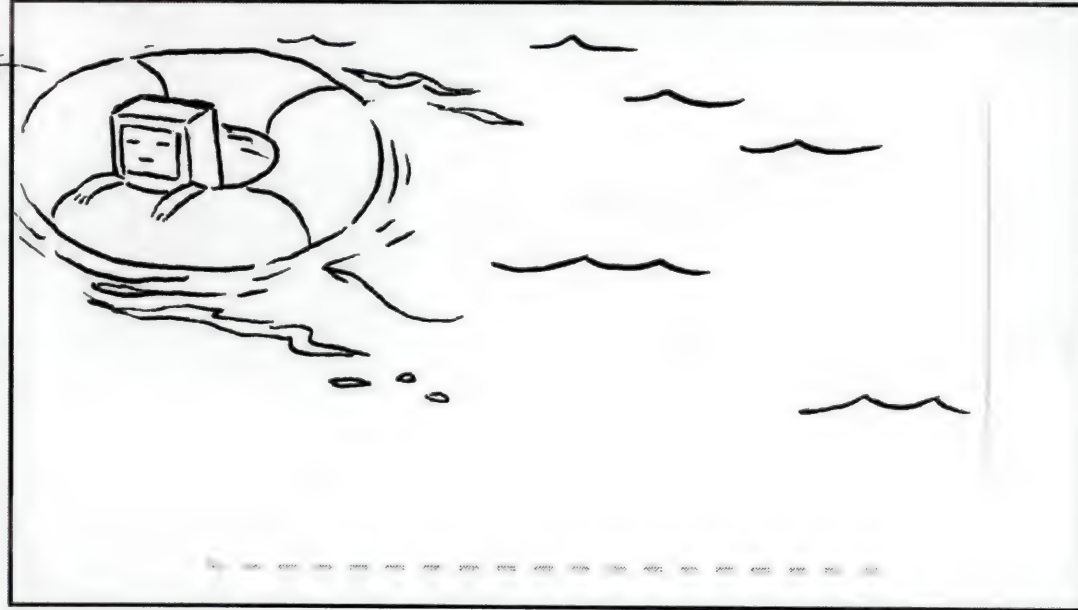
1034/238

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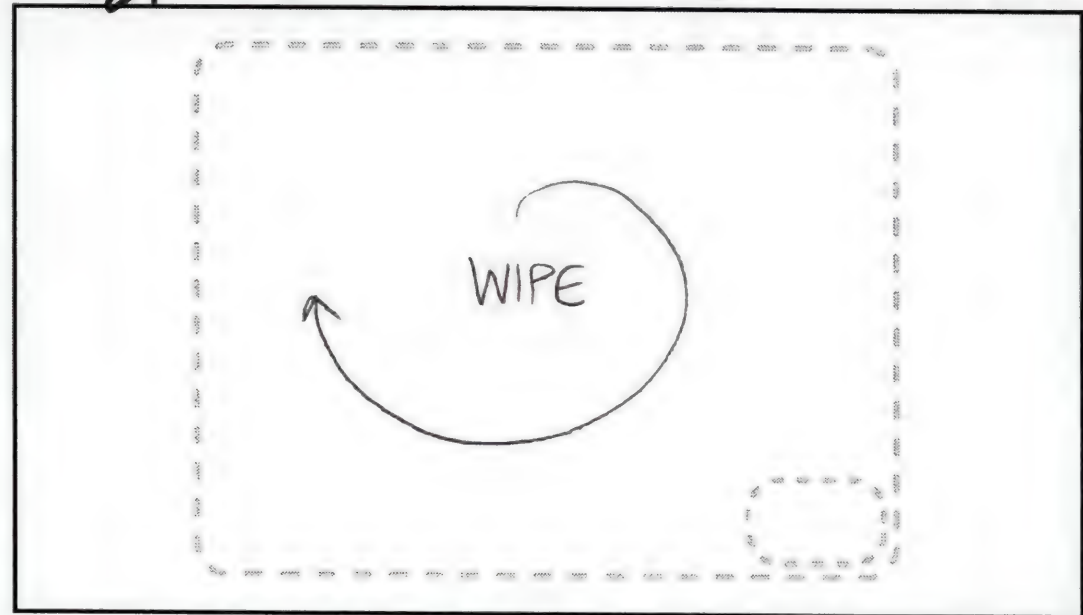
# ADVENTURE TIME



Sc. 62 CONT Pnl. E Bg. day night



Sc. 62 CONT Pnl. Bg. day night



Dialog:

Action:

-BMO + LIFE PRESERVER FLOAT OFF/S.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

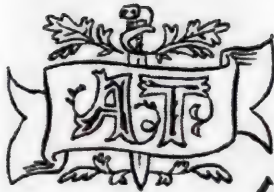
1034/238



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1034/238

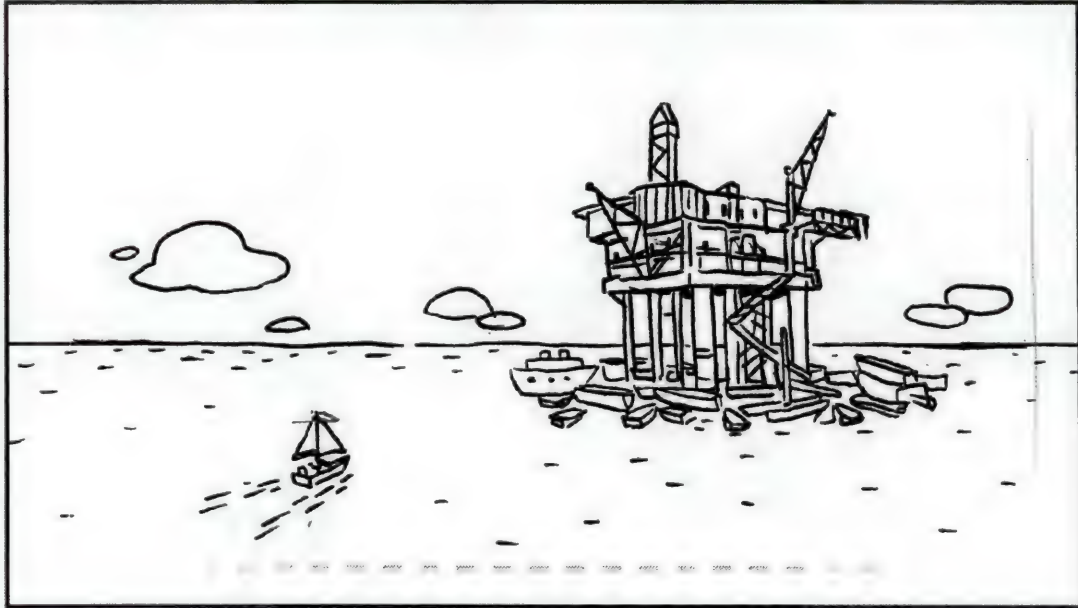
ADVENTURE TIME



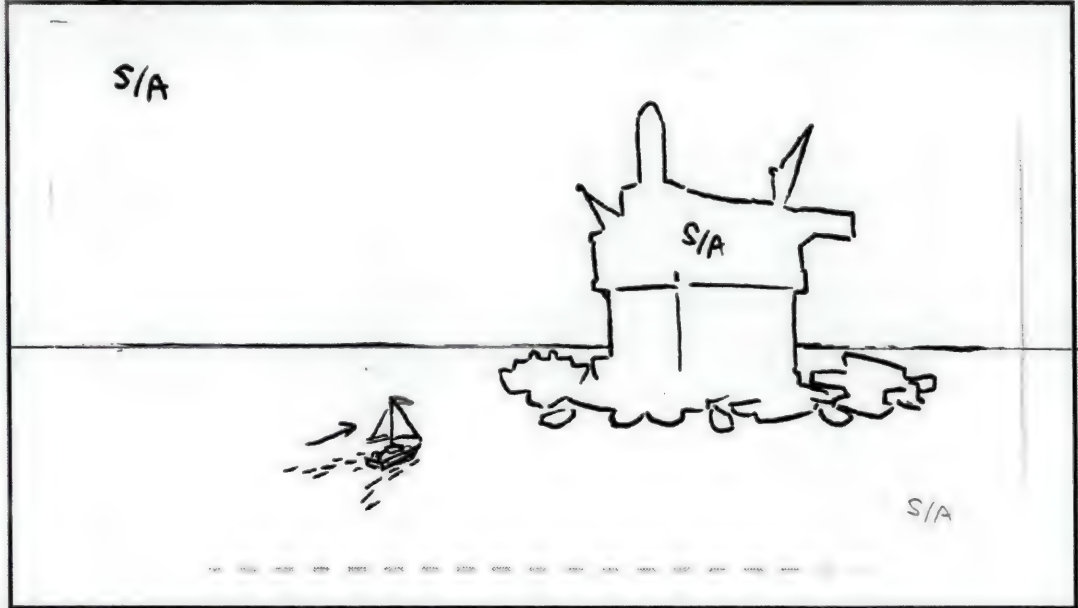
NO  
SC  
64

Page 118  
NO PG 119  
day night

Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



Dialog:
Action: <div>- HMS SUGAR SPIT APPROACHES OIL RIG.</div> <div>NOV 04 2015</div>
Timing:

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EPISODE #

1034/238

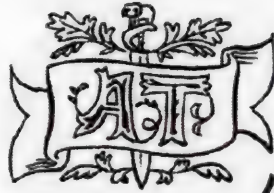
Production:

1034/238

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1034/238

# ADVENTURE TIME

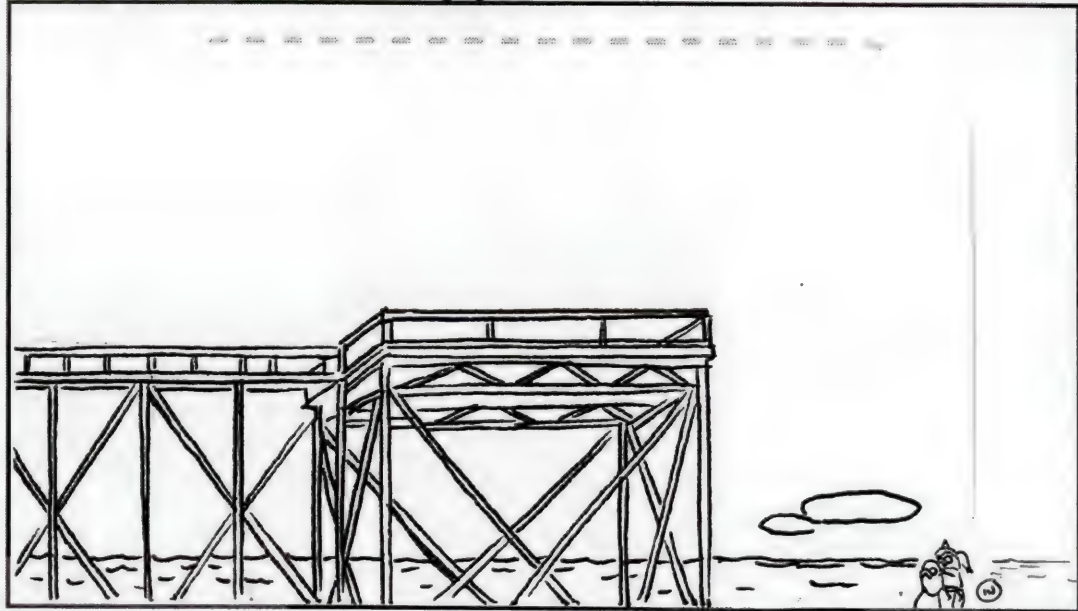


Sc. 65

Pnl. A

Bg.

day night

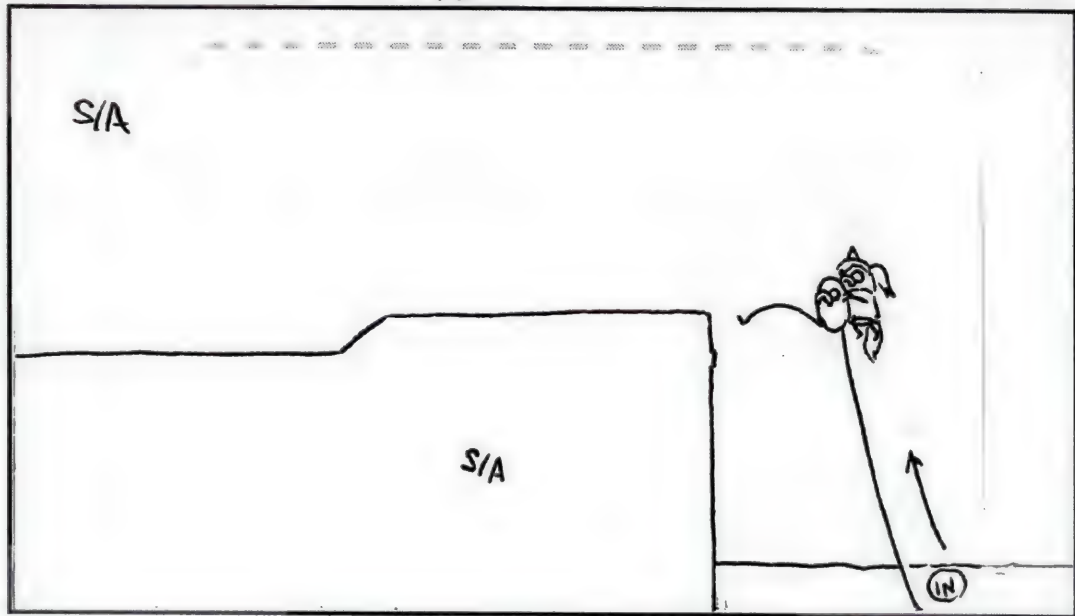


Sc. 65 CONT

Pnl. B

Bg.

day night



Page 120

Dialog:

Action:

- J. STRETCHES ON/S.

NOV 04 2015

Timing:

1034-238

EPISODE #

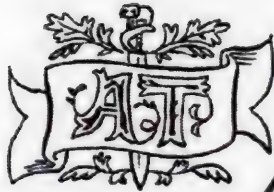
1034/238

Production:

1034/238



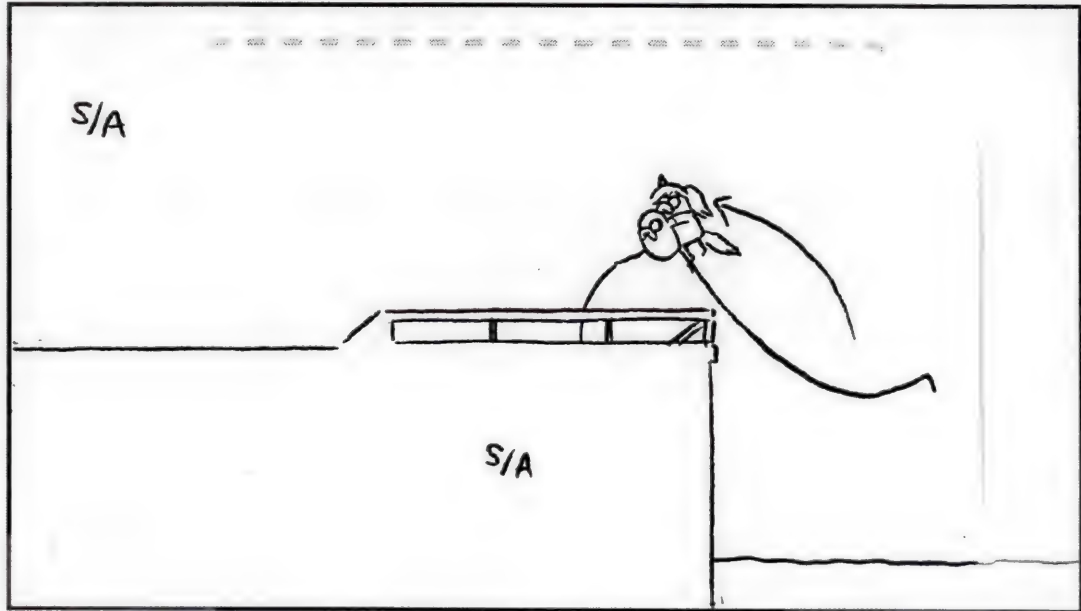
ADVENTURE TIME



Sc. 65 CONT Pnl. C

Bg.

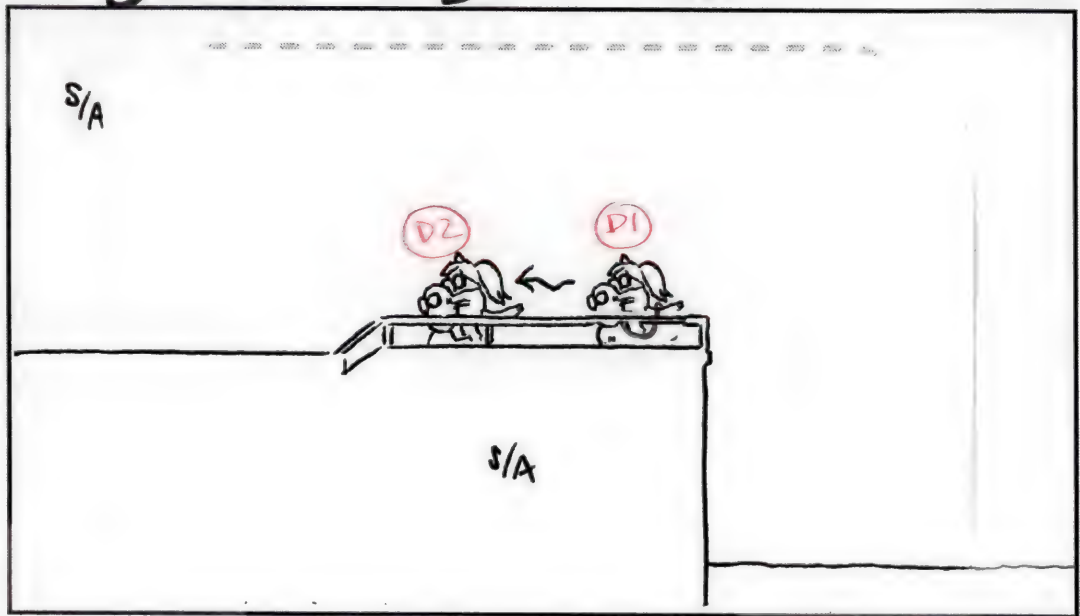
day night



Sc. 65 CONT Pnl. D

Bg.

day night



Dialog:

Action:

-J. WALKS ONTO PLATFORM.

Timing:

NOV 04 2015

Production:

EPISODE #

1034-238

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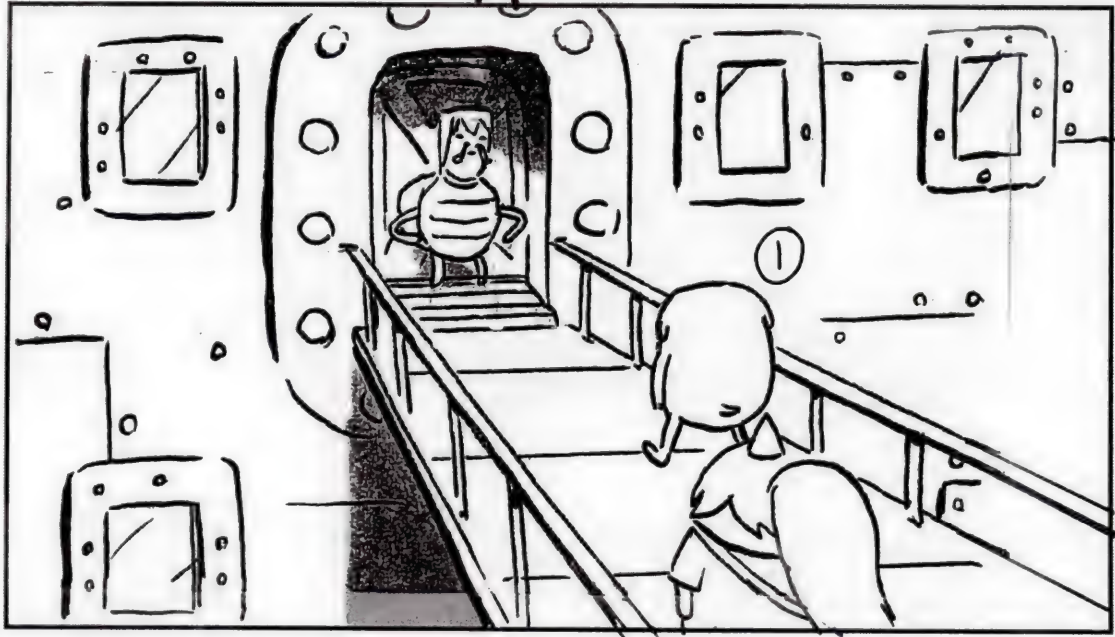
1034/238

# ADVENTURE TIME

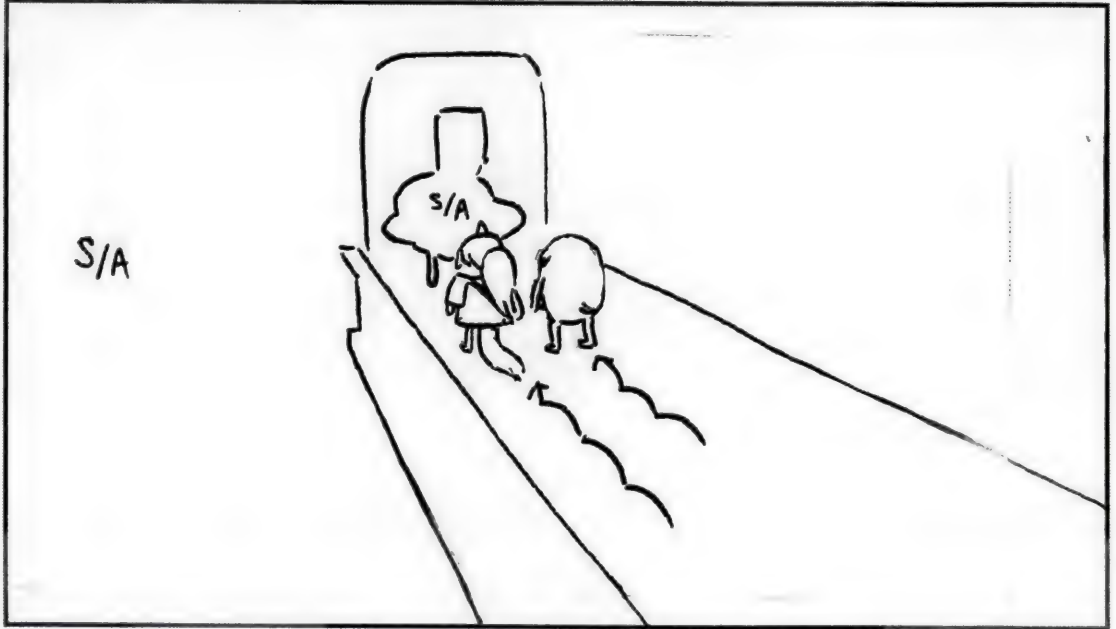


Page 122

Sc. 66 Pnl. A Bg. day night



Sc. 66 CONT Pnl. B Bg. day night



Dialog:	
Action:	- J + CHARLIE APPROACH DOOR.
Timing:	



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EPISODE #

1034/238

Production:

1034/238



# ADVENTURE TIME



Page **123**

Sc. **67**

Pnl. **A**

Bg.

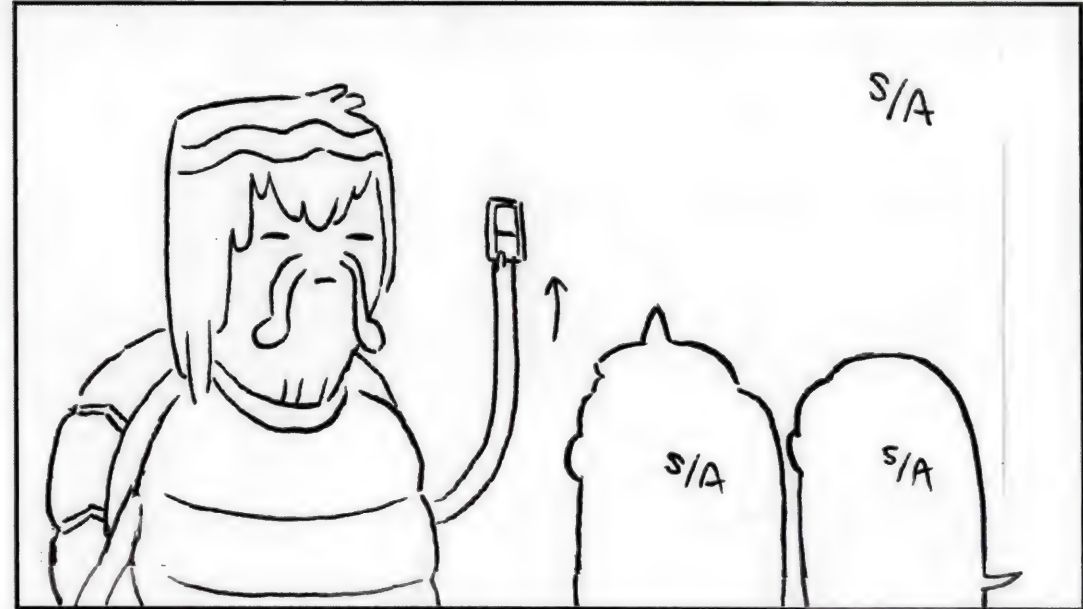
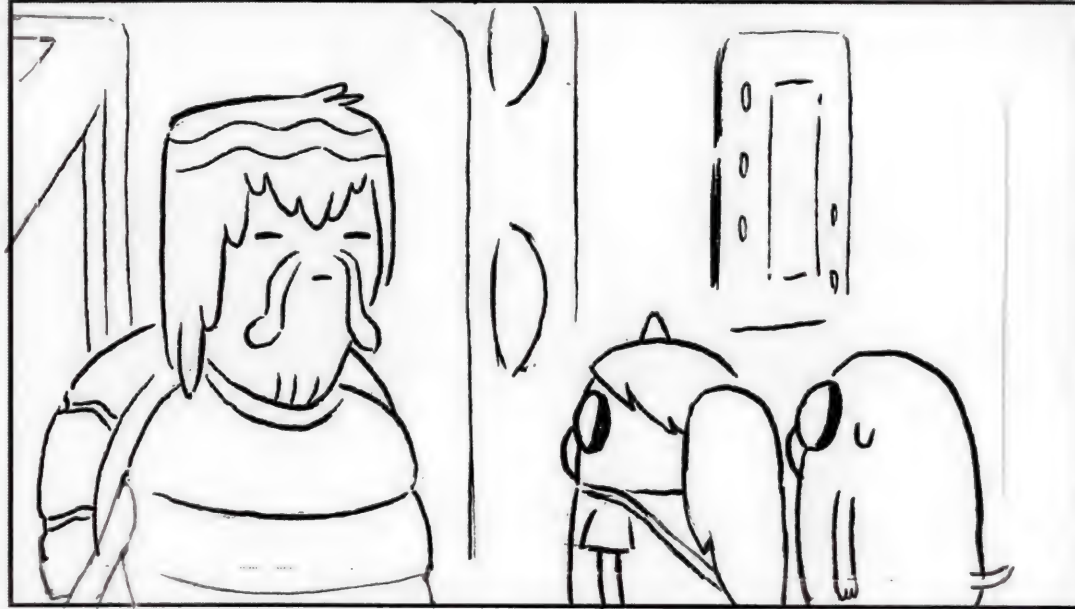
day night

Sc. **67 CONT**

Pnl. **B**

Bg.

day night



Dialog:

SFX: \* FWIP! \*

Action:

- DOOR MAN PULLS OUT CARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

EPISODE #

1034/238

Production:

1034/238

# ADVENTURE TIME

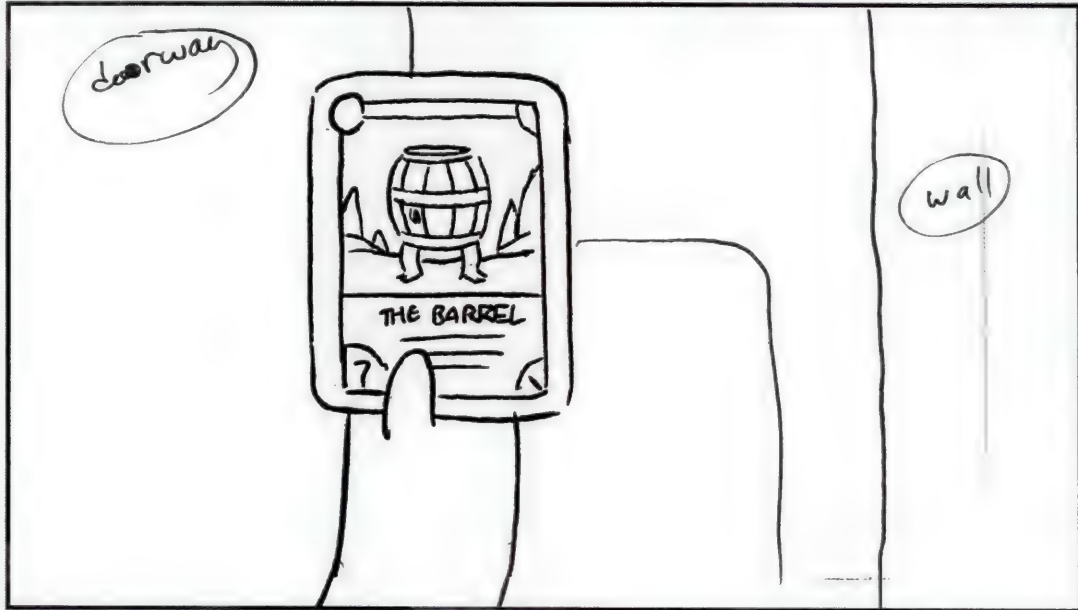


Sc. **68**

Pnl. **A**

Bg.

day night

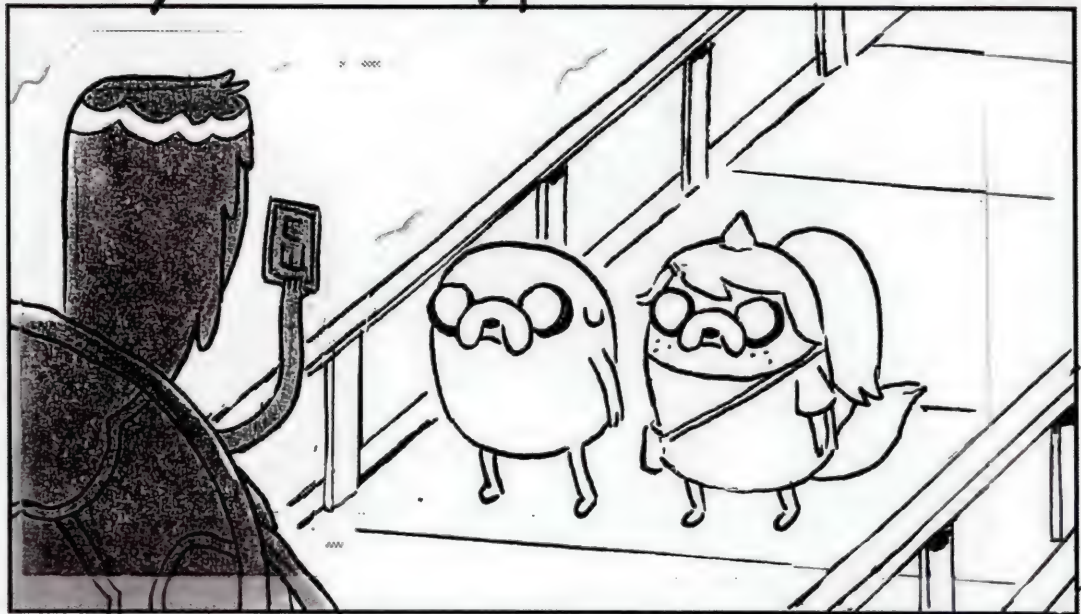


Sc. **69**

Pnl. **A**

Bg.

day night



Dialog:

(O/S)

TURTLE DOORMAN : I ACTIVATE BARREL.

Action:

- DOORMAN HOLDS 'BARREL' CARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238



1034/238

# ADVENTURE TIME

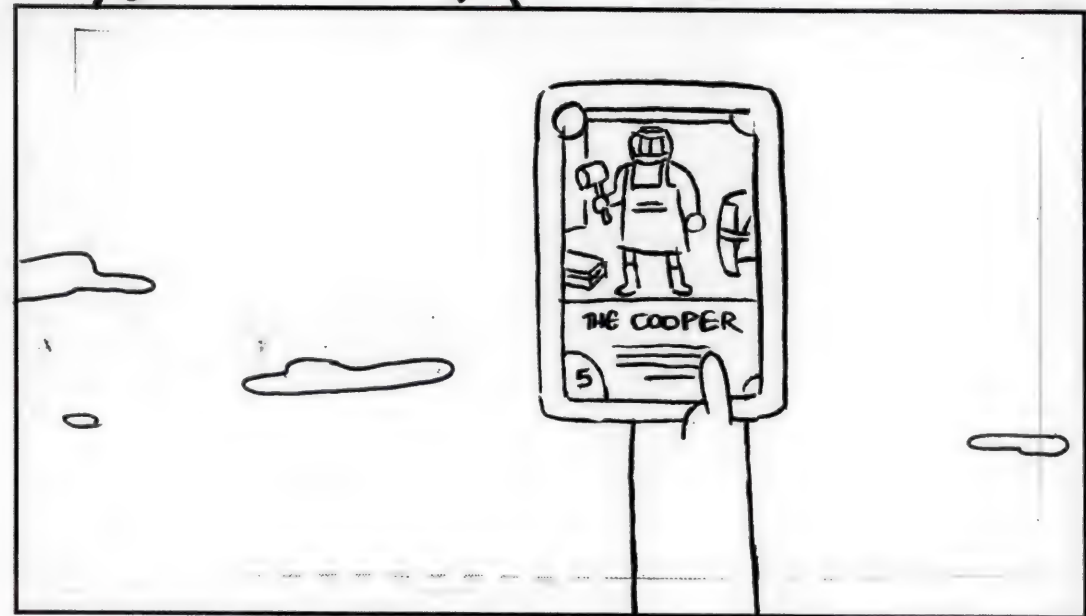
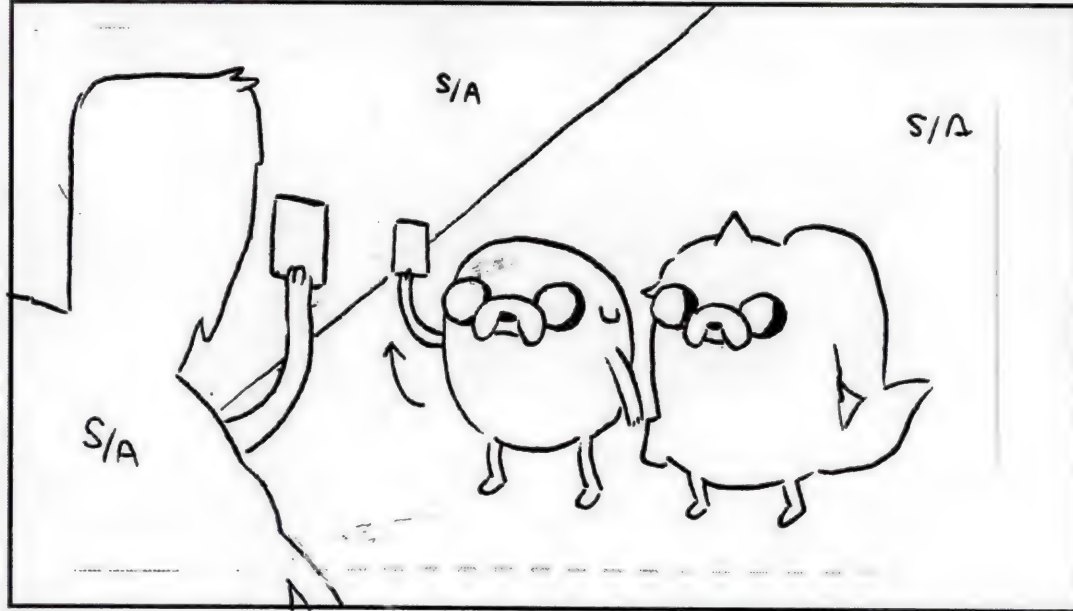


Page 125  
day night

Sc. 69 cont Pnl. B Bg.

day night Sc. 70

Pnl. A Bg. day night



Dialog:

(J) <sup>(o/s)</sup> I FLOOP THE COOPER.

Action:

-J PULLS OUT CARD  
FROM SKIN-POCKET

-CLOSE UP OF 'THE COOPER' CARD.

NOV 04 2015

Timing:

EPISODE # 1034-238

Produc.

1034/238

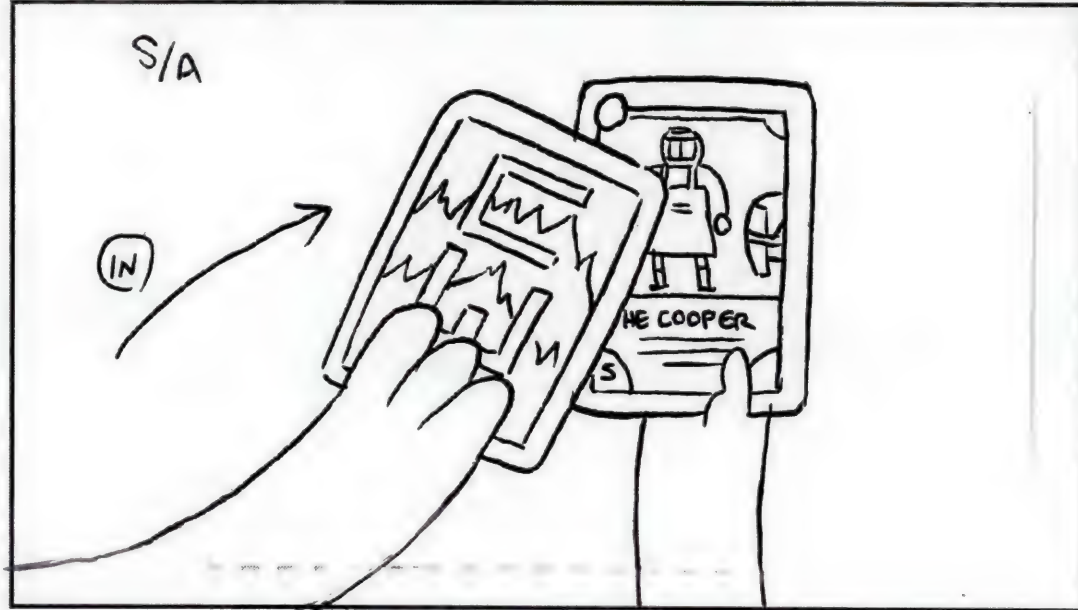
1034/238

# ADVENTURE TIME



Sc. 70 cont Pnl. B Bg.

day night

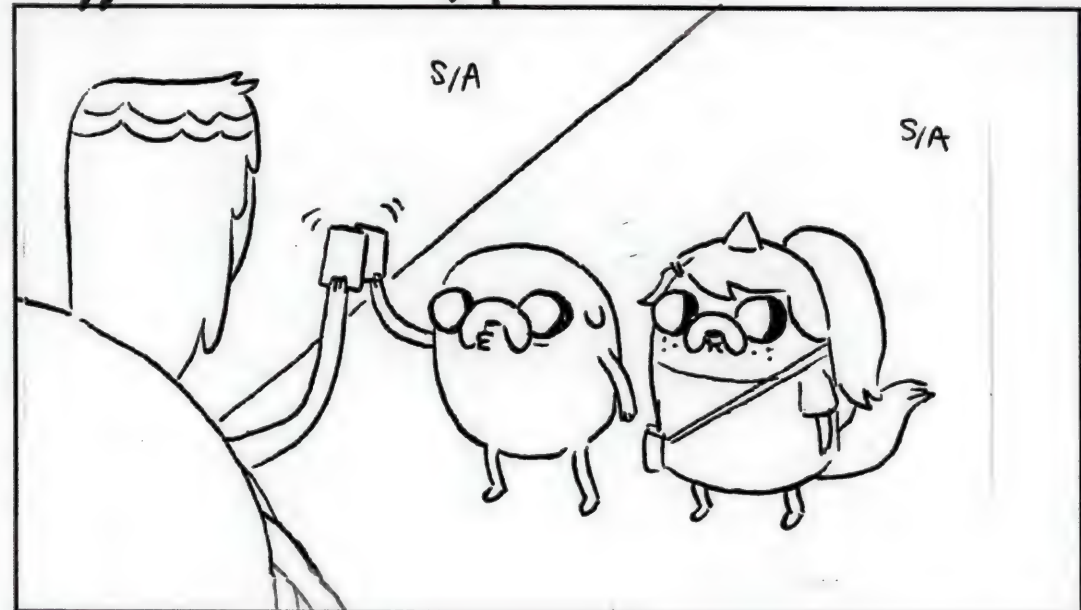


Sc. 71

Pnl. A

Bg.

day night



## Dialog:

DOOR MAN (O/S) mmmmm,

J: MMM-MM

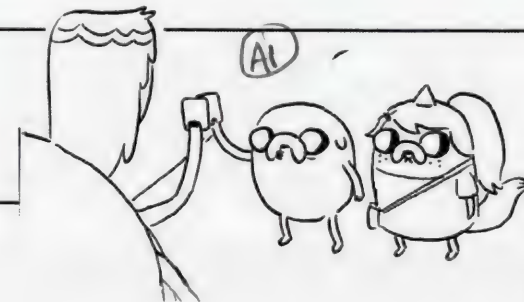
## Action:

- DOORMAN'S CARD COMES ON/S.

- J+ DOORMAN RUB CARDS TOGETHER

NOV 04 2015

## Timing:



EPISODE # 1034-238

EPISODE #

1034/238

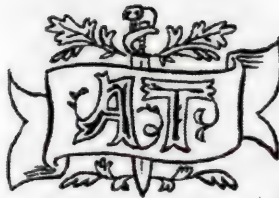
Production:

1034/238



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# ADVENTURE TIME



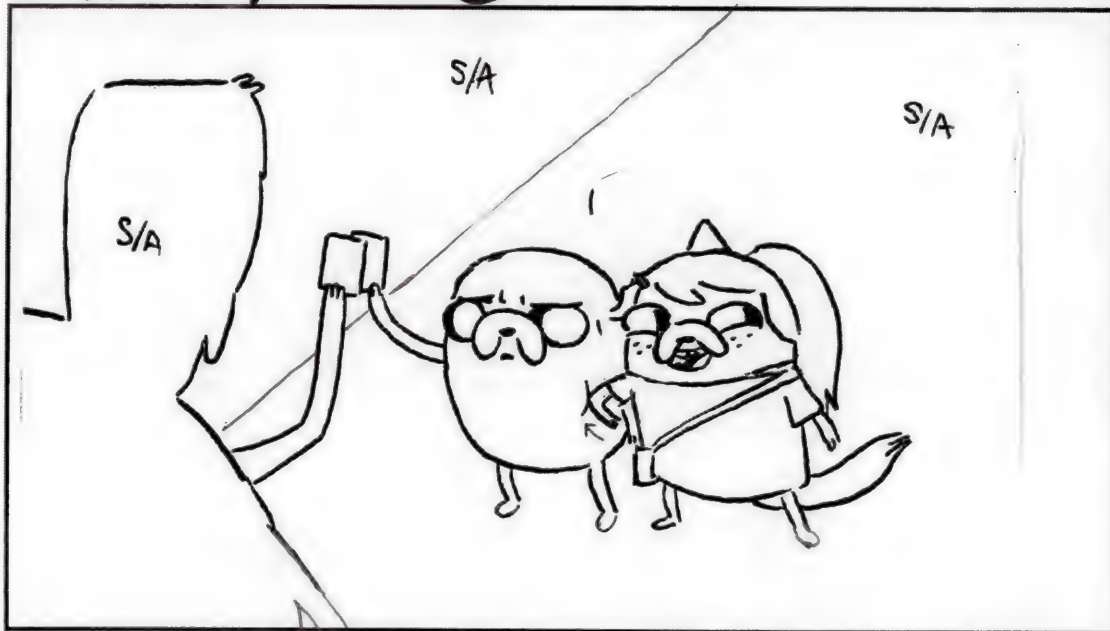
Page 187

Sc. 71 CONT

Pnl. B

Bg.

day night

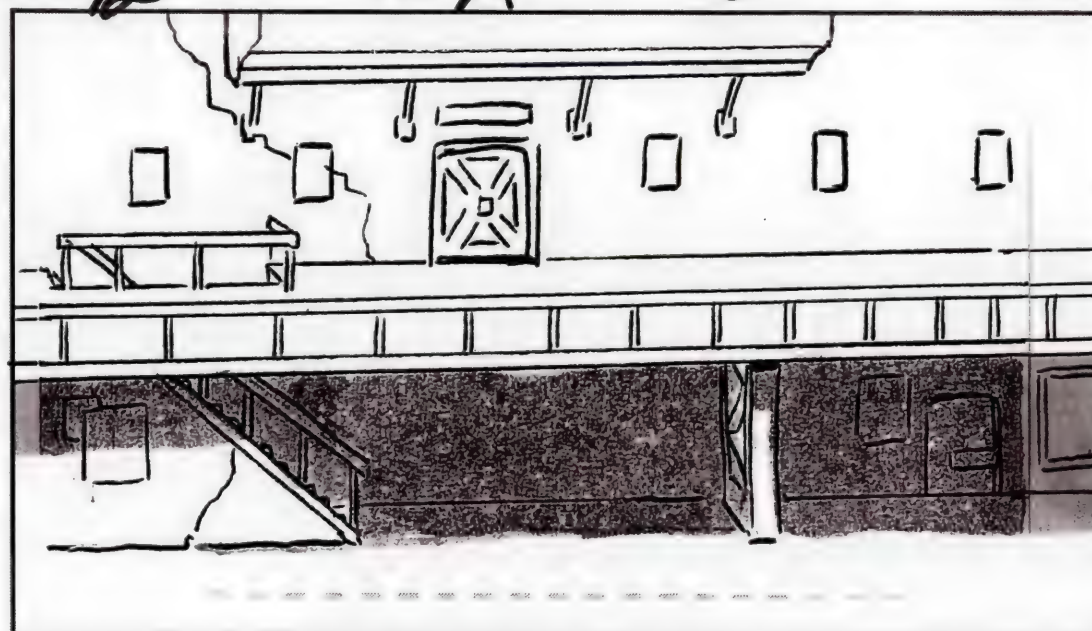


Sc. 72

Pnl. A

Bg.

day night



Dialog:

© CYUUUTE ...

(B)

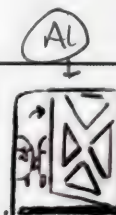
Action:

CHARLIE ELBOWS JAKE.

Timing:



- INT. OF OIL RIG.



NOV 04 2015

EPISODE # 1034-238

Production:

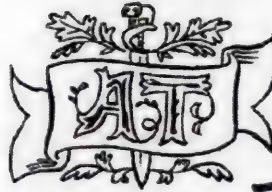
1034/238

1034/238

1034/238

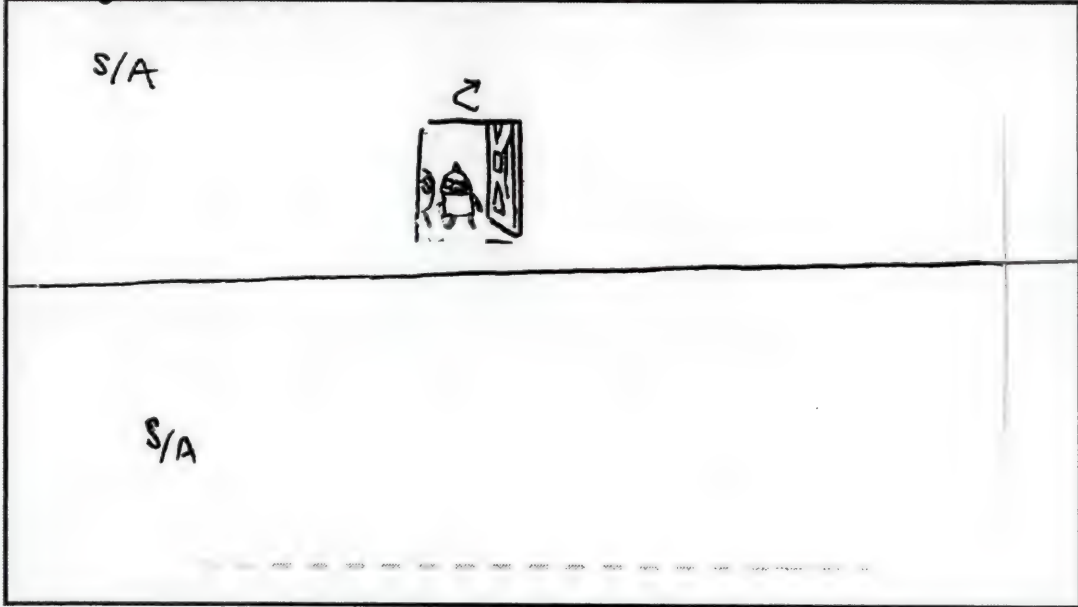
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# ADVENTURE TIME

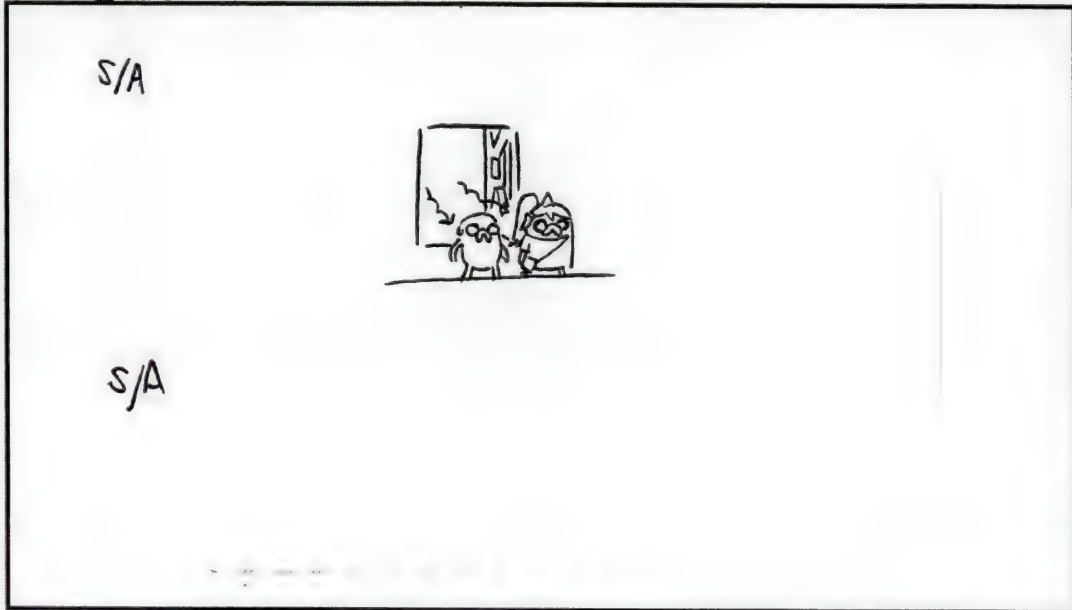


Page 128

Sc. 72 cont Pnl. B Bg. day night



Sc. 72 cont Pnl. C Bg. day night



## Dialog:

Sfx: \* CREAKKK \*

## Action:

- DOOR OPENS

- J+ CHARLIE WALK FORWARD.

NOV 04 2015

## Timing:

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Production:

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# ADVENTURE TIME



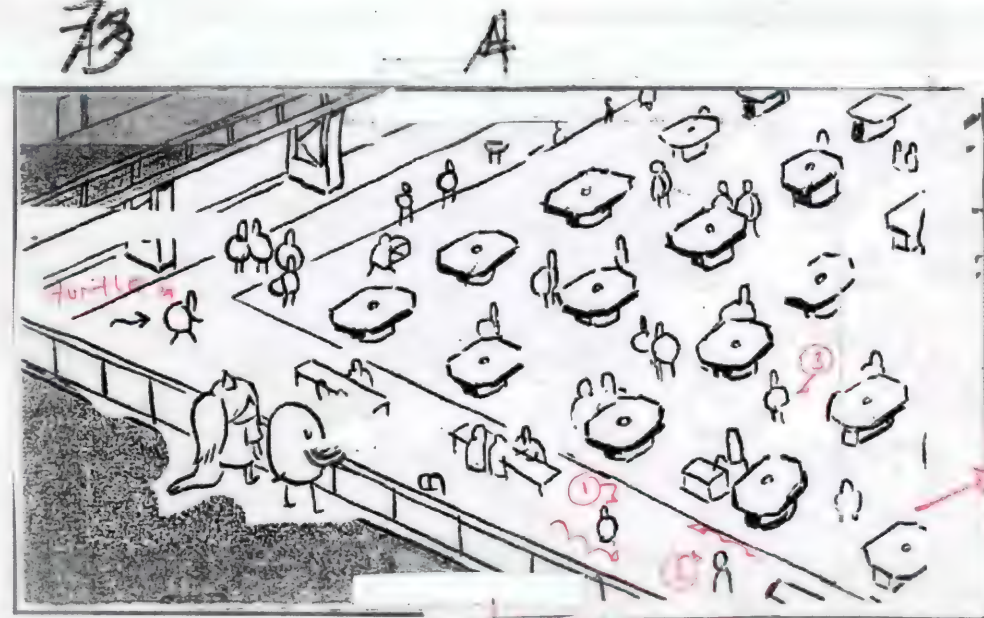
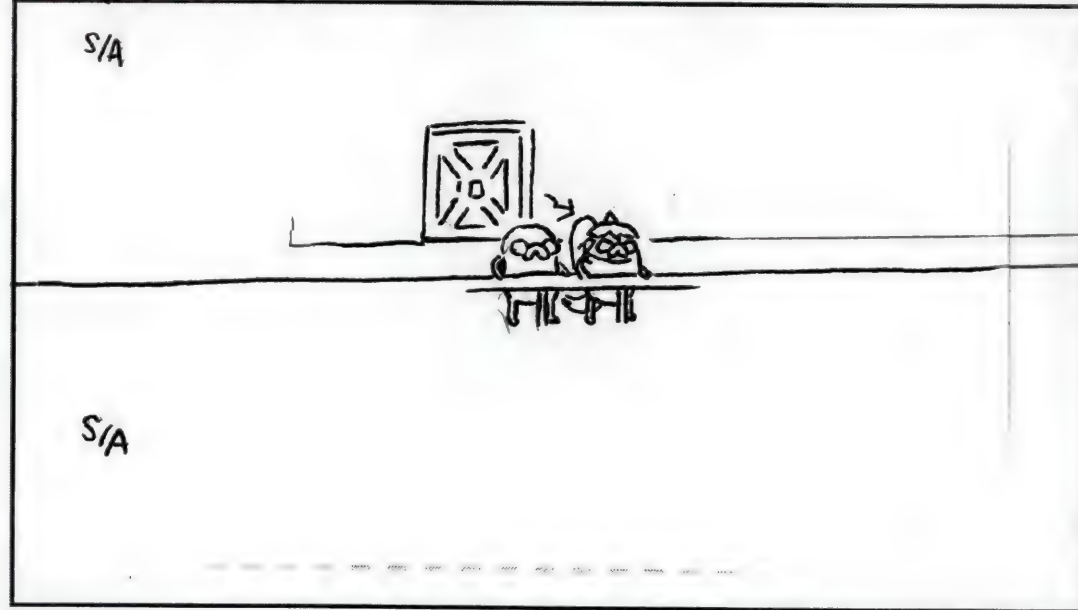
Page **129**  
day night

Sc. **72 CONT** Pnl. **D** Bg.

day night Sc.

Rn

day night



Dialog:

J: WELCOME, CHARLIE...

(10)  
J: TO THE -



Action:



Dig Pan  
(A) to (B)

Timing:

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Production:

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# ADVENTURE TIME



Page 130

Sc.

Bg.

day night

Sc.

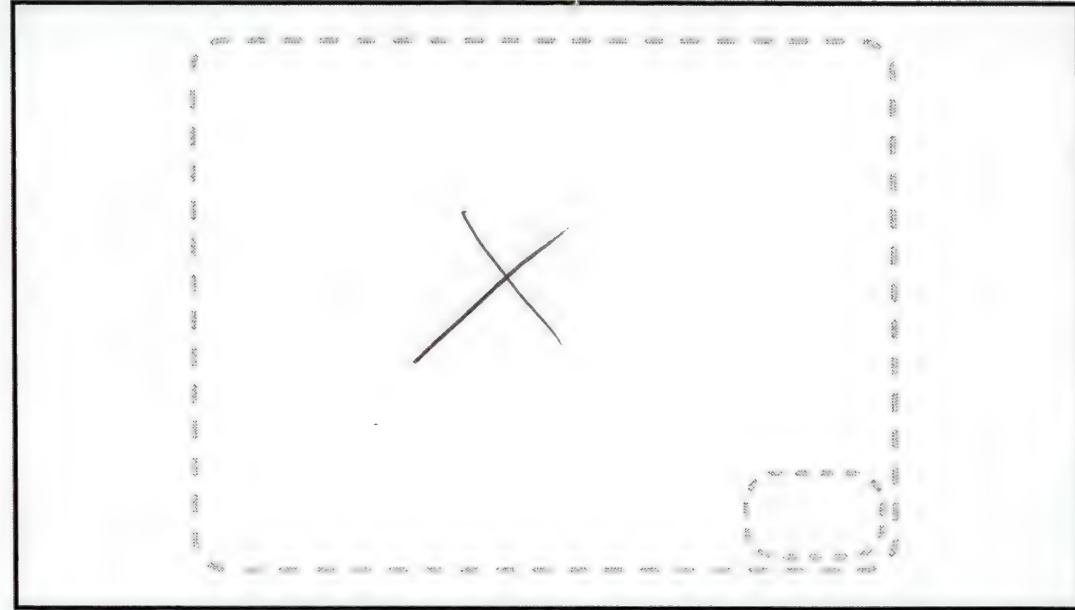
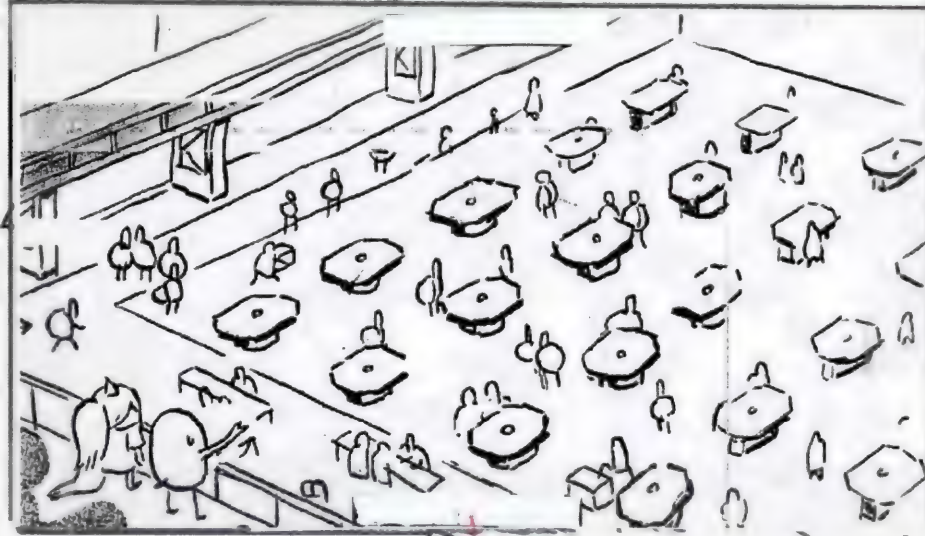
Pnl. -

Bg.

day night

73 CONT

(B)



Dialog:

(UA) 59th card wars  
JMK Doubles classic

Action:

NOV 04 2015

Timing:

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Production:

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# ADVENTURE TIME



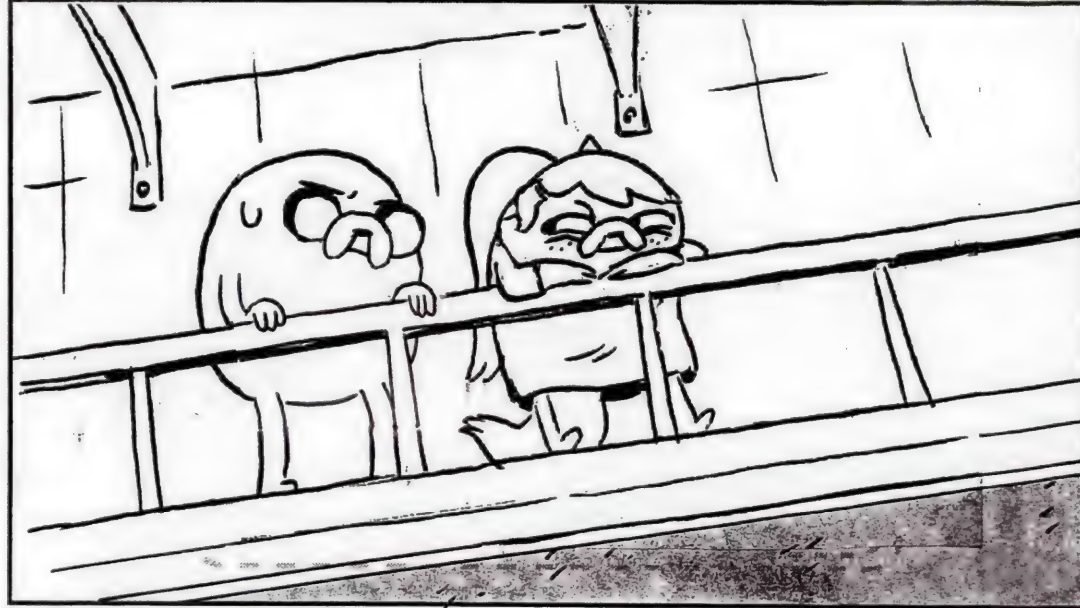
Page 131

Sc. 74

Pnl. A

Bg.

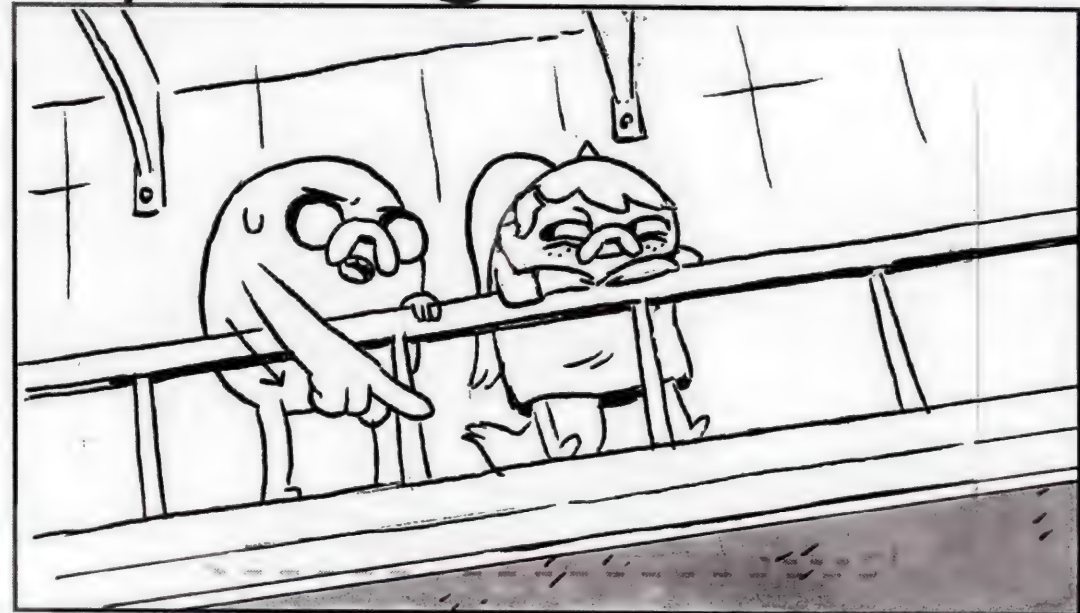
day night



Sc. 74cont Pnl. B

Bg.

day night



Dialog:

① THAT'S TODD AND I

Action:

NOV 04 2011

Timing:

EPISODE # 1034-238

Production:

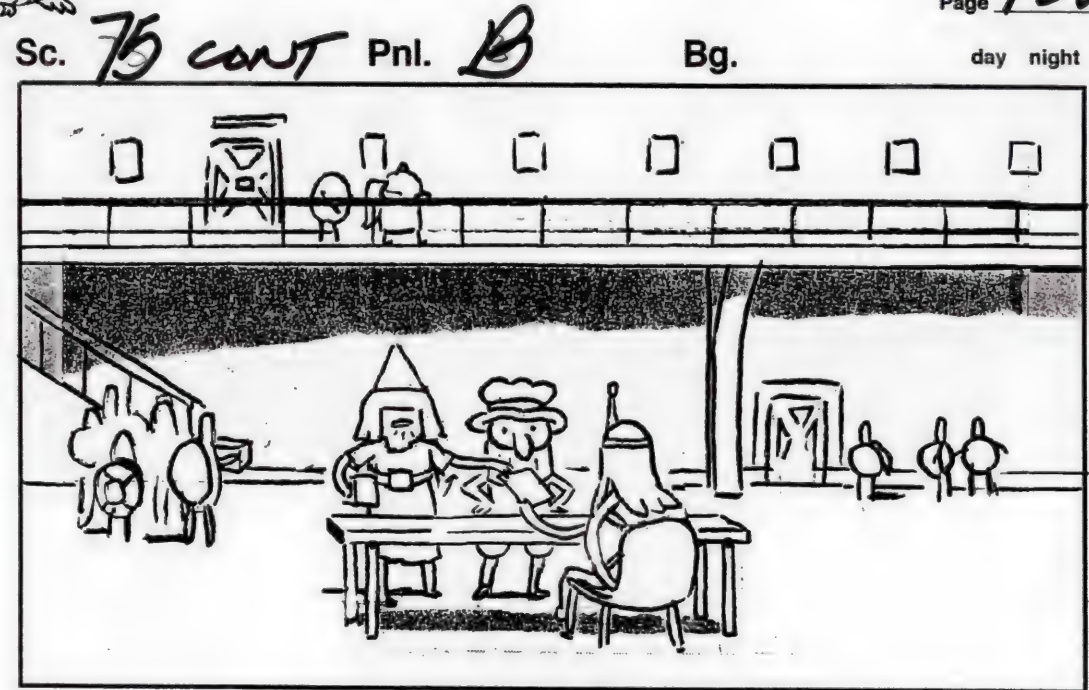
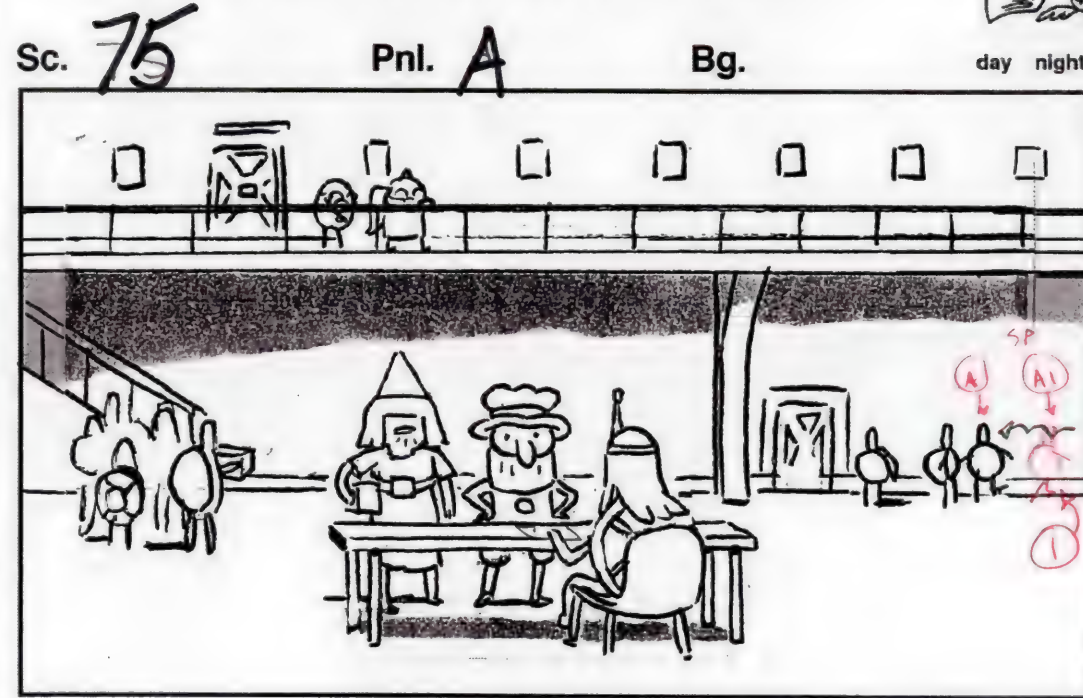
1034/238

1034/238

# ADVENTURE TIME



Page 132



Dialog:

Jake / JENNINGS signing in



Action:

-TURTLE PRINCESS HANDS TODD A SLIP.

NOV 04 2015

Timing:

1034-238  
EPISODE #

Production:

1034/238

1034/238



# ADVENTURE TIME



Page **133**

Sc. **76**

Pnl. **A**

Bg.

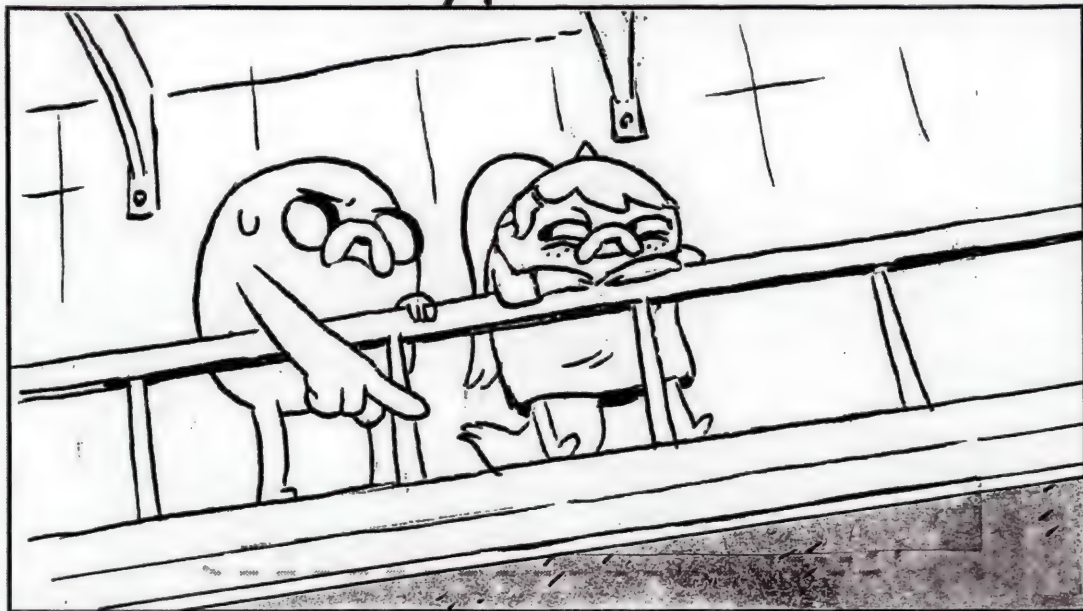
day night

Sc. **76 cont**

Pnl. **B**

Bg.

day night



Dialog:

① AND OVER THERE --

Action:



Timing:

NOV 04 2015

EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238



# ADVENTURE TIME



Page 134

Sc. 77 Pnl. A Bg. day night



Sc. 77 CONT Pnl. B Bg. day night



Dialog:

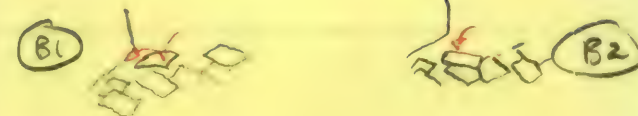
① (0/5) BENTON AND MIKE R.--

① (0/5) THEY'RE BIG TIME HUSTLERS.



- MIKE R. POINTS
- BENTON THROWS DOWN CARD

- MIKE R. CROSSES ARMS



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1034/238

Production:

1034/238



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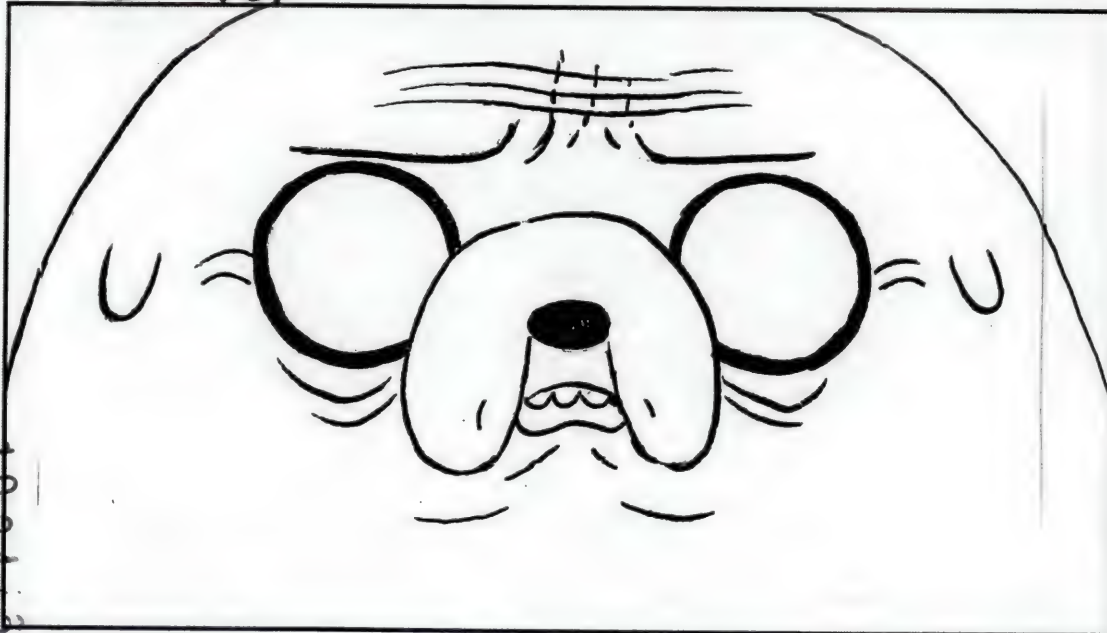
# ADVENTURE TIME



Page **143**

Sc. **83 cont** Pnl. **C** Bg.

day night

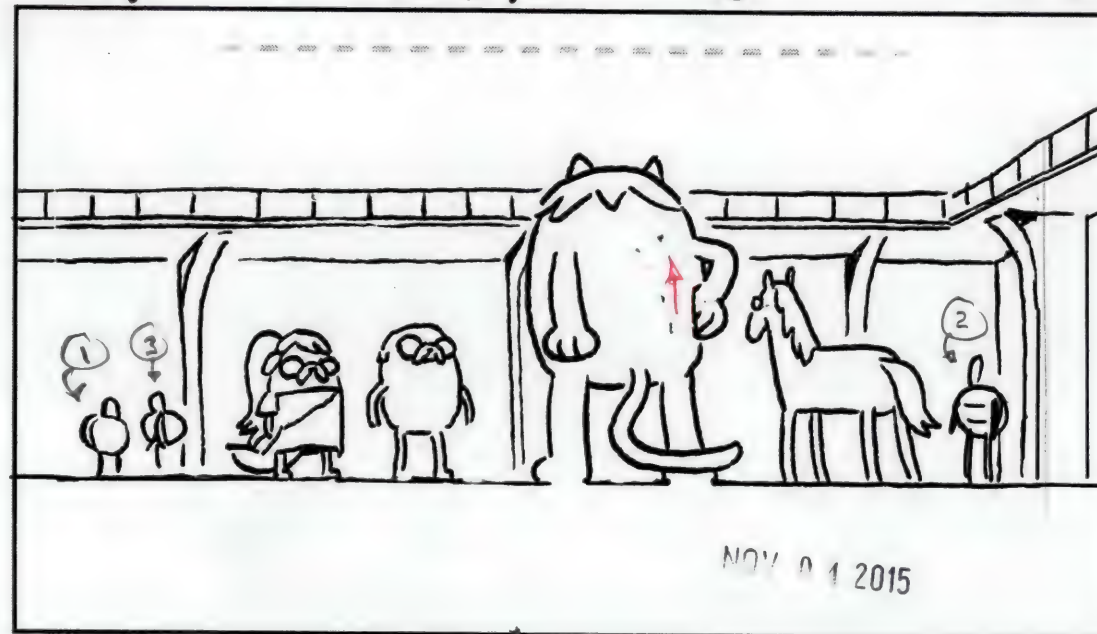


Sc. **84**

Pnl. **A**

Bg.

day night



Dialog:

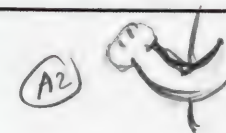
① GRAND PRIX ...

GP: Man, I thought you swore off tourney play.  
like, angrily swore it off.

Action:

-GP RUBS HAND ON HIS SIDE.

Timing:



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**1034/238**

Production:

**1034/238**

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# ADVENTURE TIME



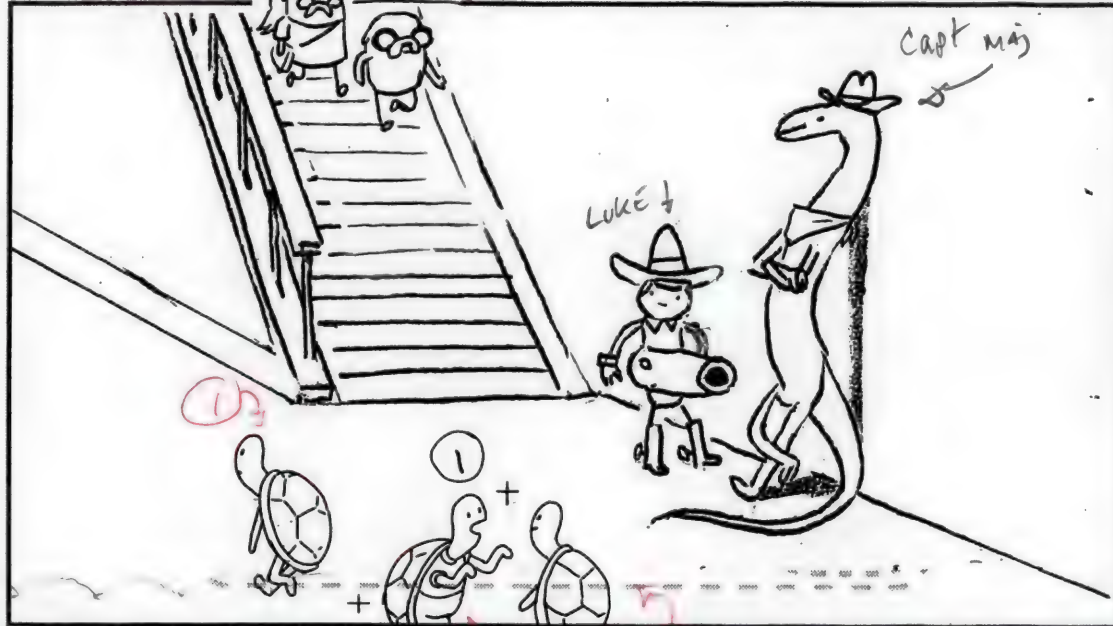
Page **135**

Sc. **78**

Pnl. **A**

Bg.

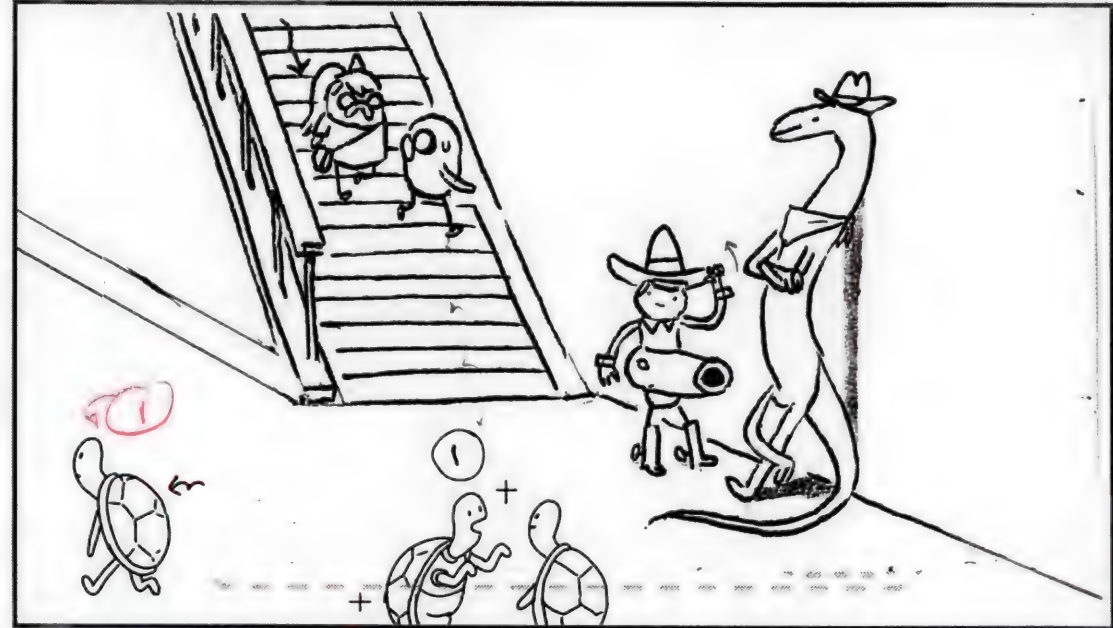
day night



Sc. **78 CONT** Pnl. **B**

Bg.

day night



Dialog:

① LUKE AND CAPTAIN MAJESTY...

Action:

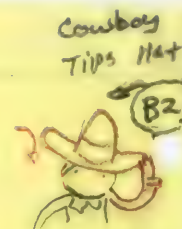
- J+ CHARLIE WALK DOWN STAIRS.

- LUKE TIPS HAT.

- TURTLE CONVERSATION GESTURES  
CYCLE ① + ②

Timing:

- TURTLE WALKS ACROSS FLOOR



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**1034/238**

Production:

**1034/238**



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# ADVENTURE TIME



Page 136  
day night

Sc. 78 CONT Pnl. C

Bg.

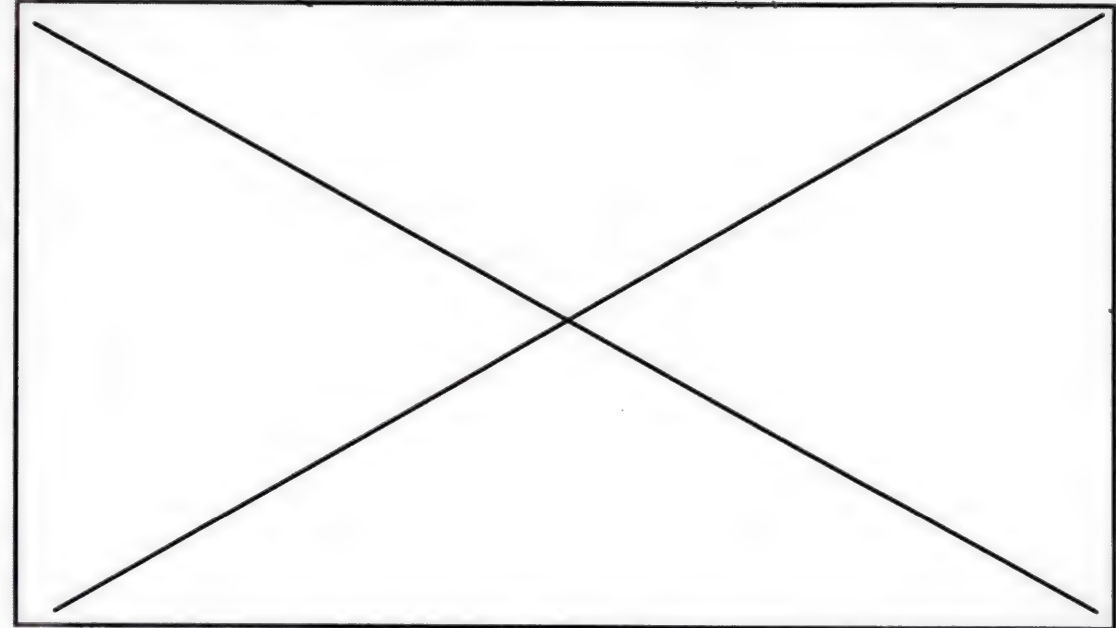
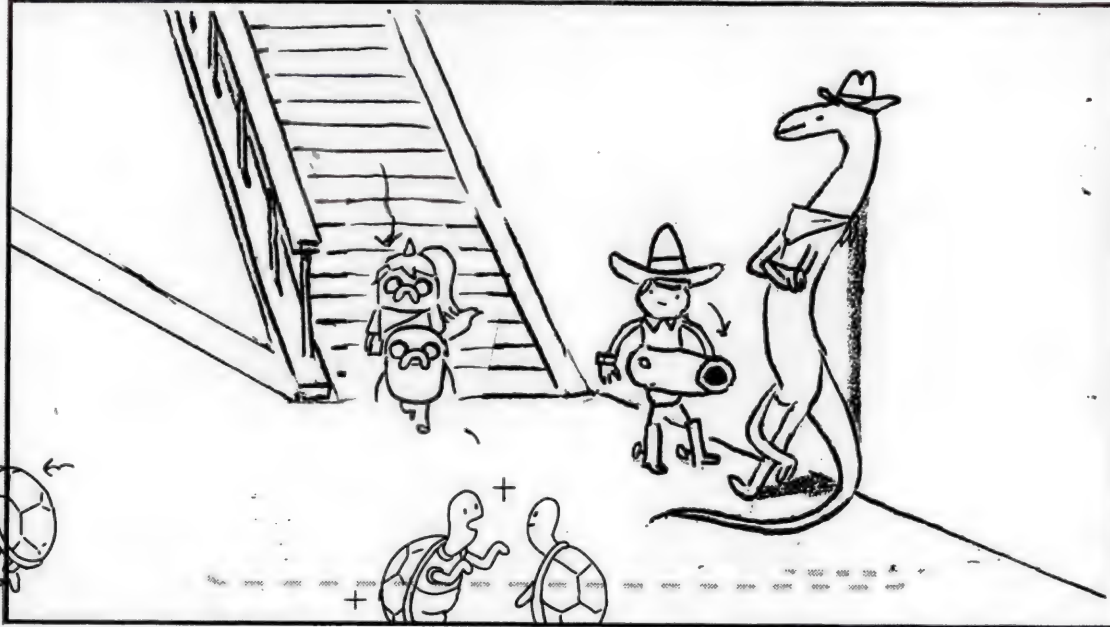
day night

Sc.

Pnl.

Bg.

day night



Dialog:

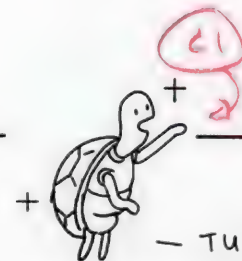
Action:

- C+J TURN LEFT.

-PAN W/ C+J.

Timing:

- TURTLE WALKS ACROSS FLOOR



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Production:

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# ADVENTURE TIME



NO  
SC  
79

Page 137  
day night

Sc. 78 *CONT*

Bg.

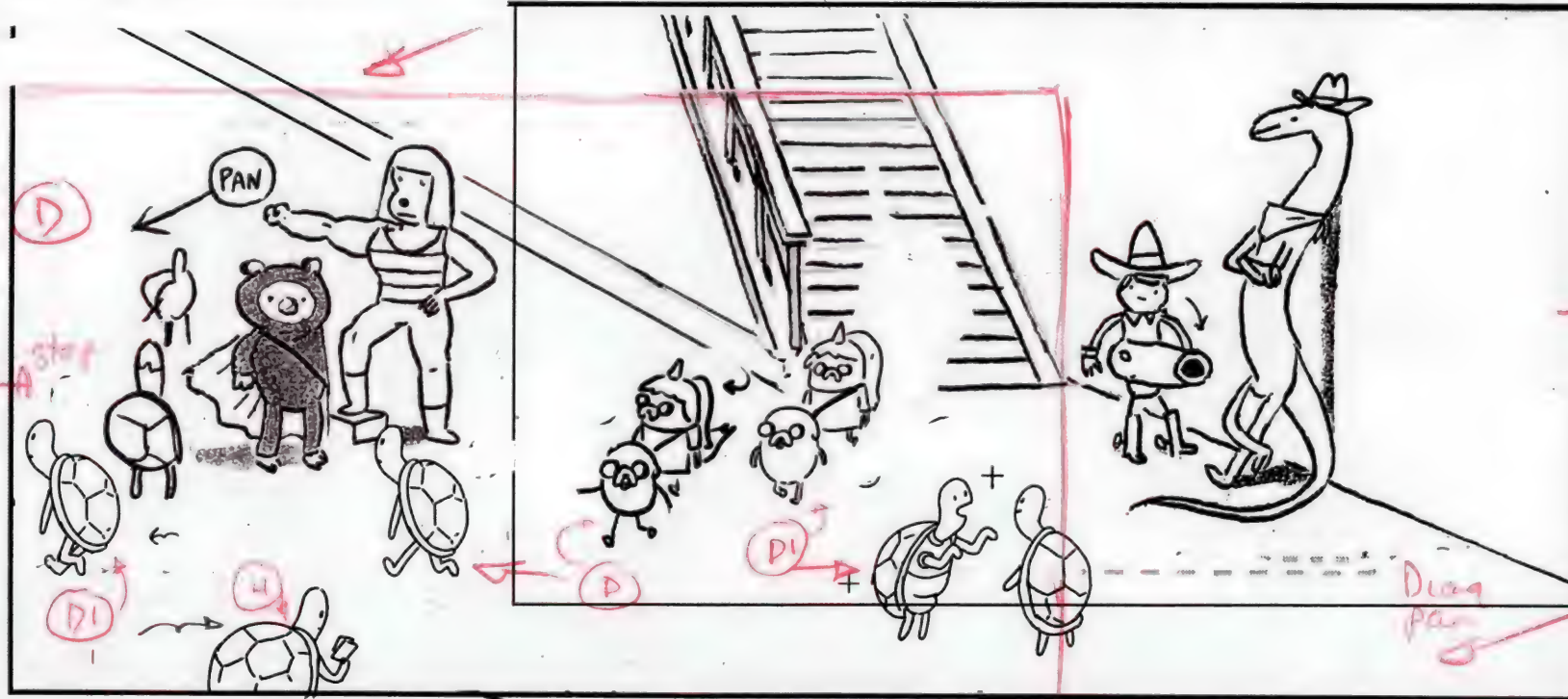
day night

Sc.

Pnl.

Bg.

day night



① MR. OUTRAGEOUS AND MR. INTERNATIONAL ...

Action:

- TURTLE CONVERSATION ...

Timing:

- TURTLE WALKS ACROSS FLOOR

NOV 04 2015

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EPISODE #

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Production:

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ADVENTURE TIME

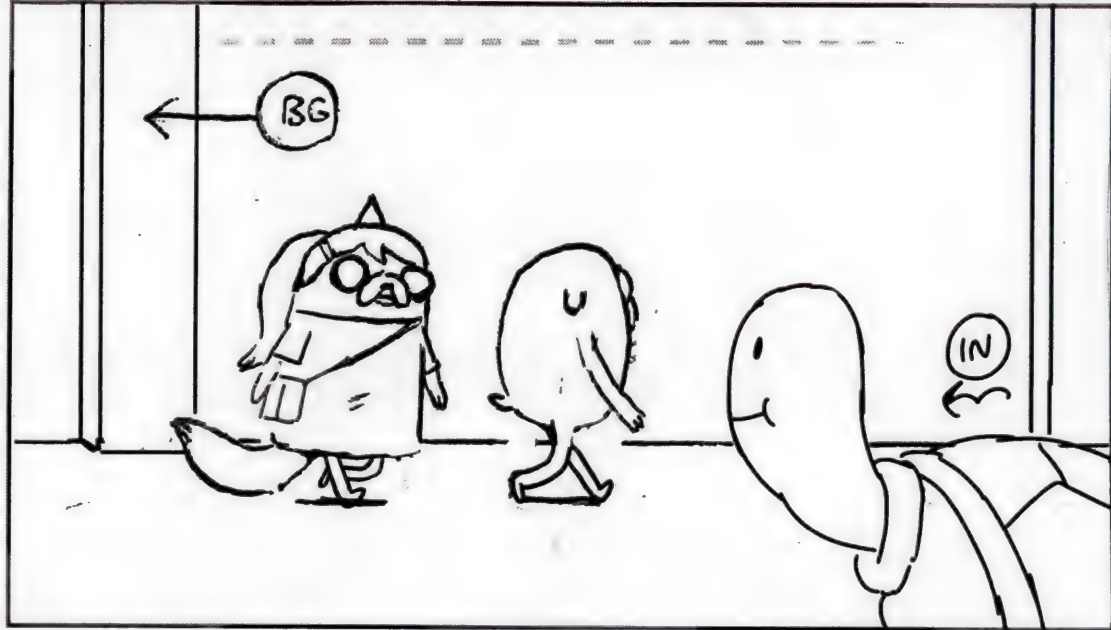


Sc. **80**

Pnl. **A**

Bg.

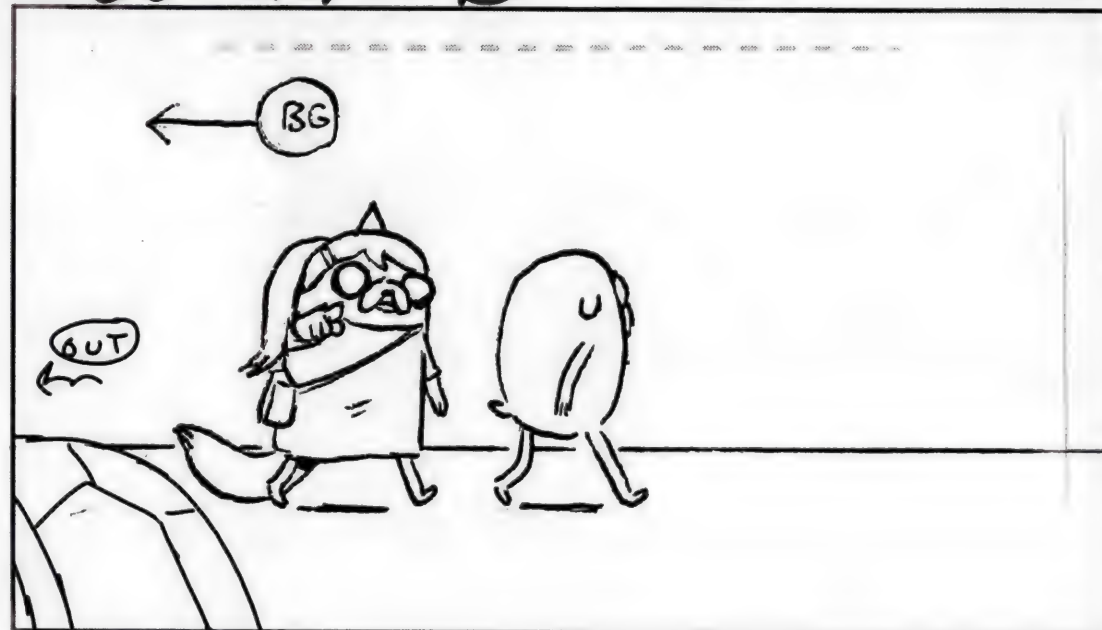
day night



Sc. **80 CONT** Pnl. **B**

Bg.

day night



Dialog:	(C) WHO'S <u>THAT</u> POPPA.
Action:	- C. POINTS NOV 04 2015
Timing:	

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Production:

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# ADVENTURE TIME



Page 139

Sc. 80 cont Pnl. C

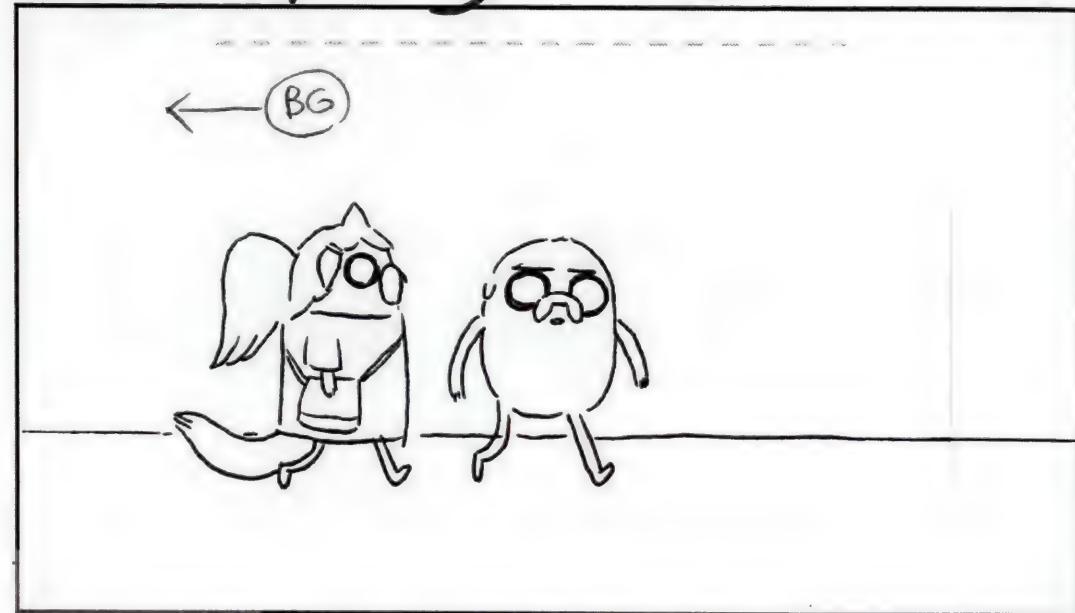
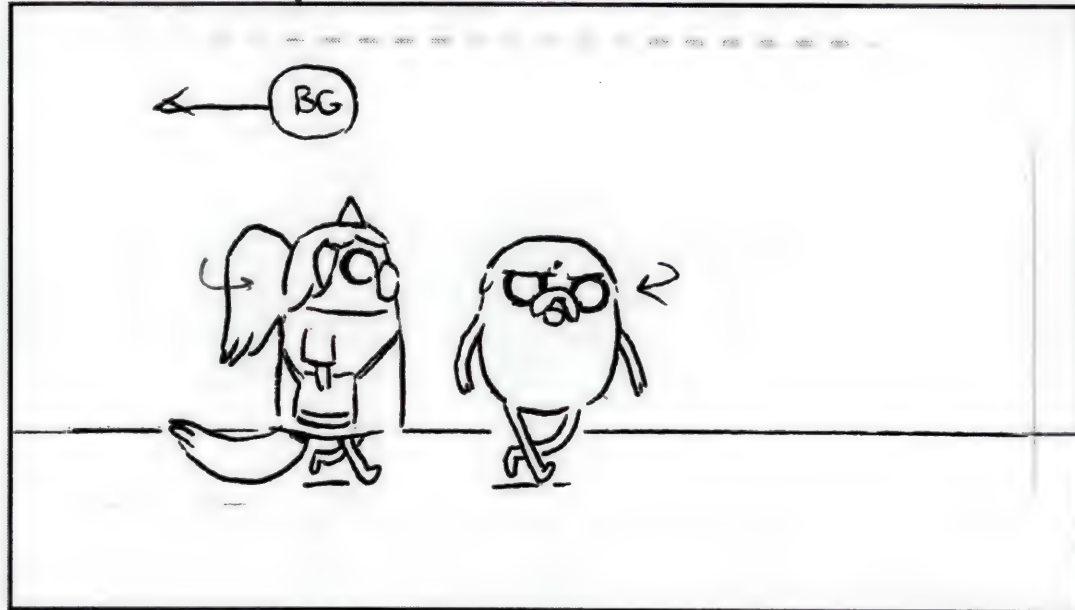
Bg.

day night

Sc. 80 cont Pnl. D

Bg.

day night



Dialog:

①

THATS?

Action:

- J. TURNS

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

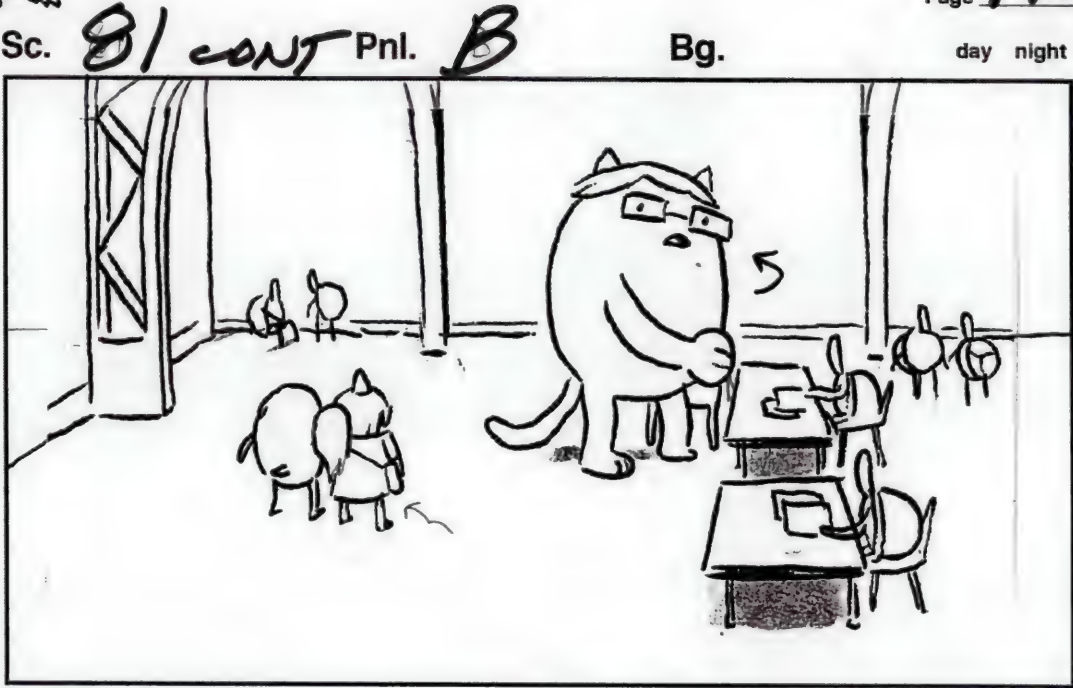
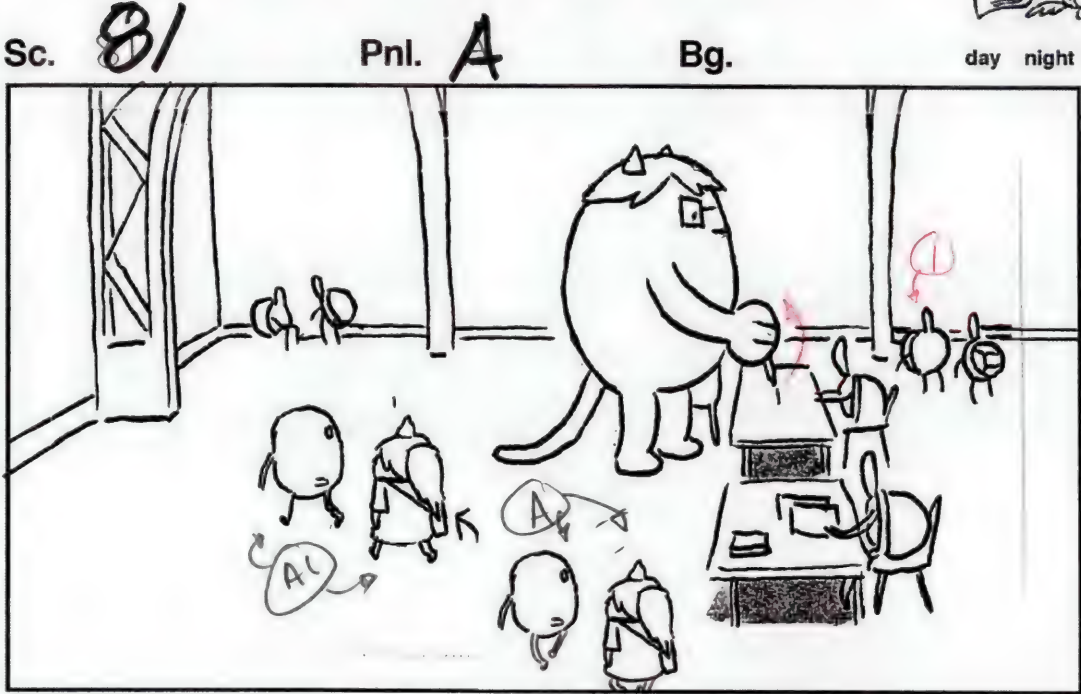
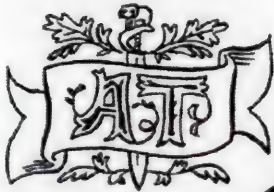
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ADVENTURE TIME



Dialog:	... (VO) THAT'S ... UH ... the reigning champs	
Action:		
Timing:		

- GRAND PRIX LOOKS UP.

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Production:

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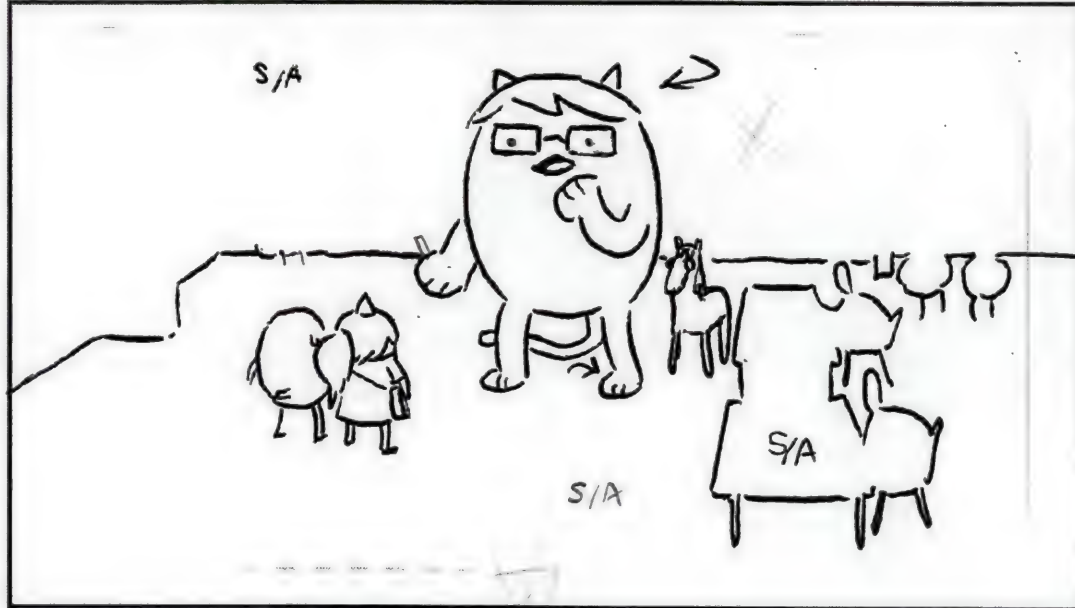
# ADVENTURE TIME



Sc. **81 cont** Pnl. **C**

Bg.

day night



Sc. **82**

Pnl. **A**

Bg.

day night



Page **141**

Dialog:

(GP) JAKE?

Action:

- GP TURNS AROUND COMPLETELY,  
REVEALING MONIKER

- CU of MONIKER

NOV 04 2015

Timing:

EPISODE #

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Production:

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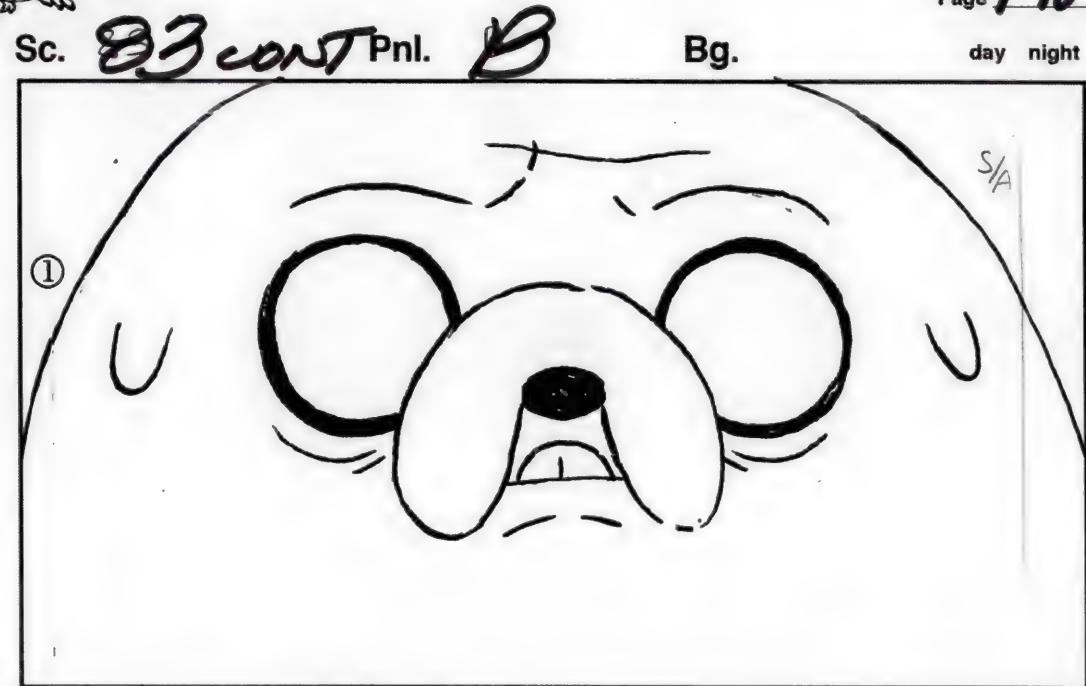
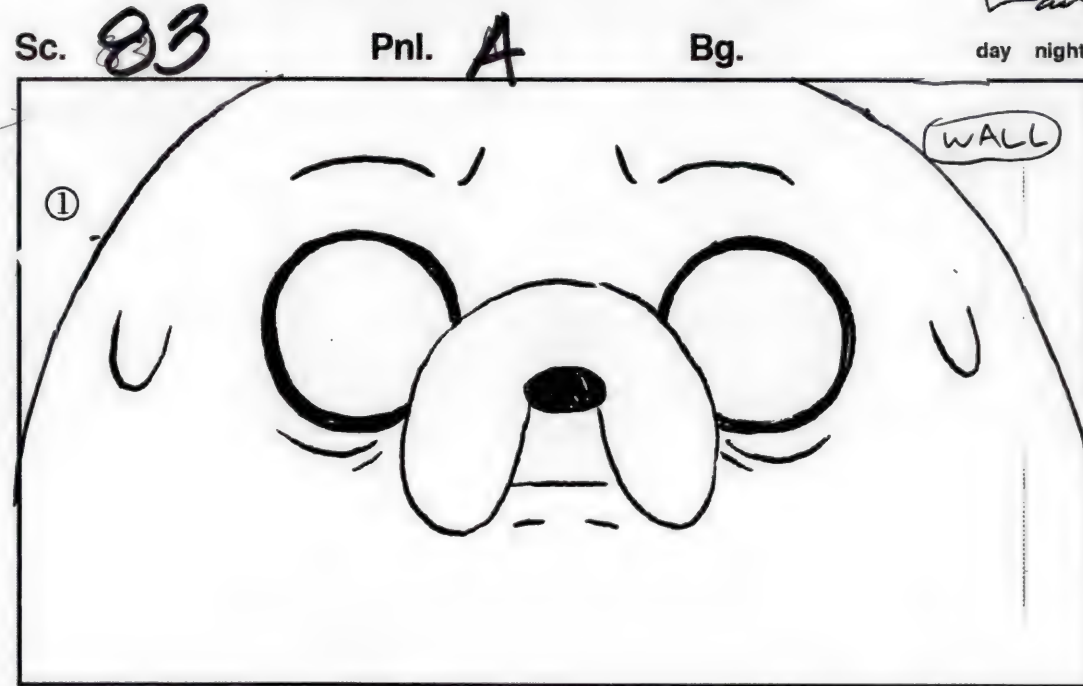
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# ADVENTURE TIME



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Dialog:

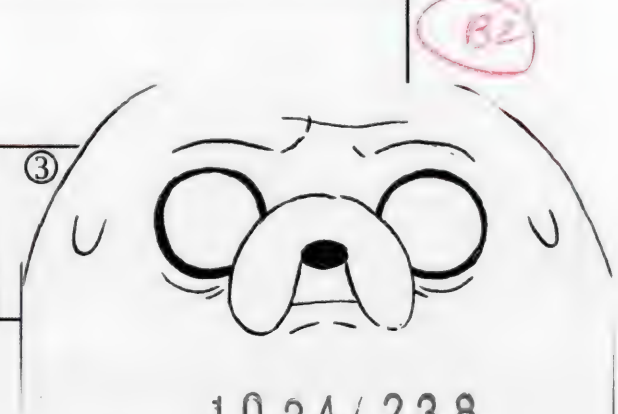
SFX: \* OCEAN SOUNDS \*

NOV 04 2011

Action:

-J. LICKS LIPS

Timing:



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# ADVENTURE TIME



Page 144

Sc. 04 cont Pnl. B

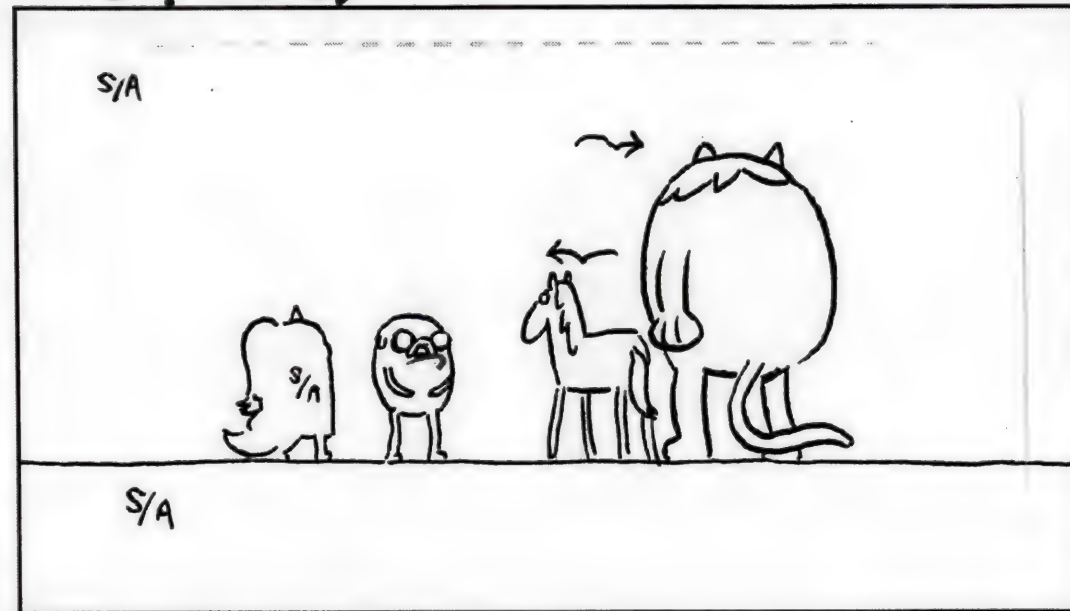
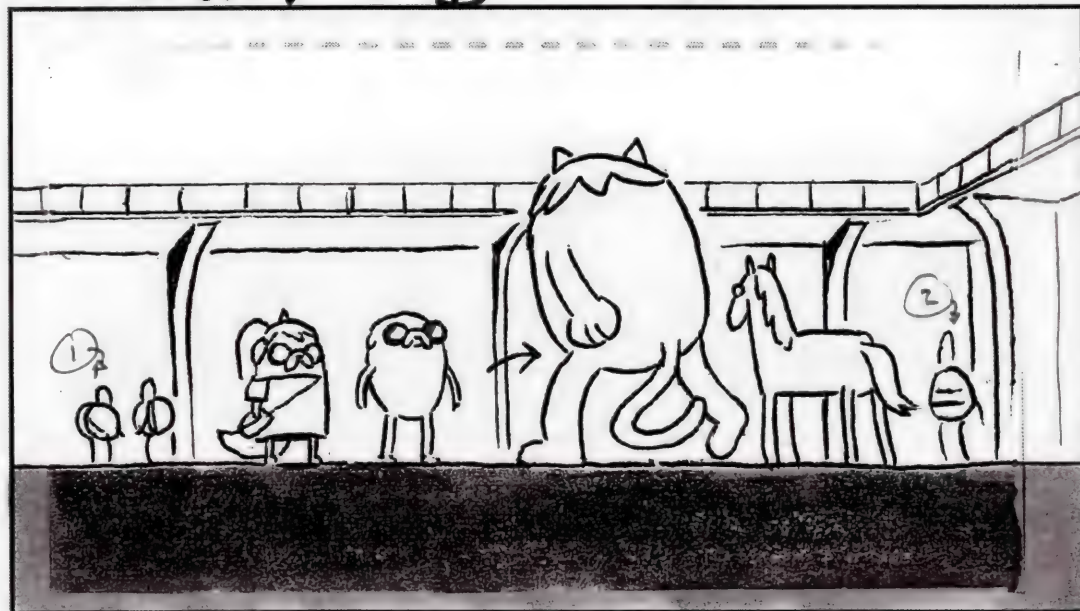
Bg.

day night

Sc. 04 cont Pnl. C

Bg.

day night



## Dialog:

GP: OH, UH PARDON.

MONIKER: HELLO, JAKE.

(J) (FAKE SURPRISE)

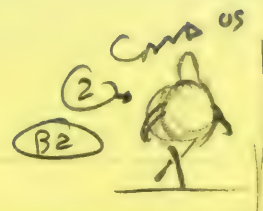
IS THAT YOU MONIKER! ...

## Action:

- GP STEPS BACK TO MAKE ROOM FOR MONIKER.

- MONIKER WALKS FORWARD

NOV 04 2015



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Production:

1034'238

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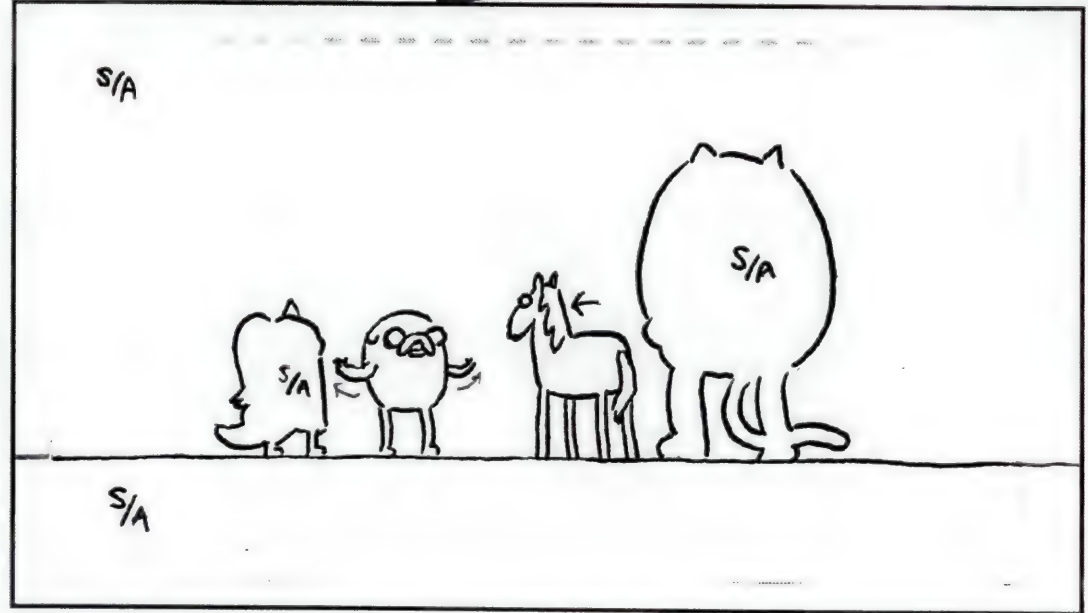
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# ADVENTURE TIME

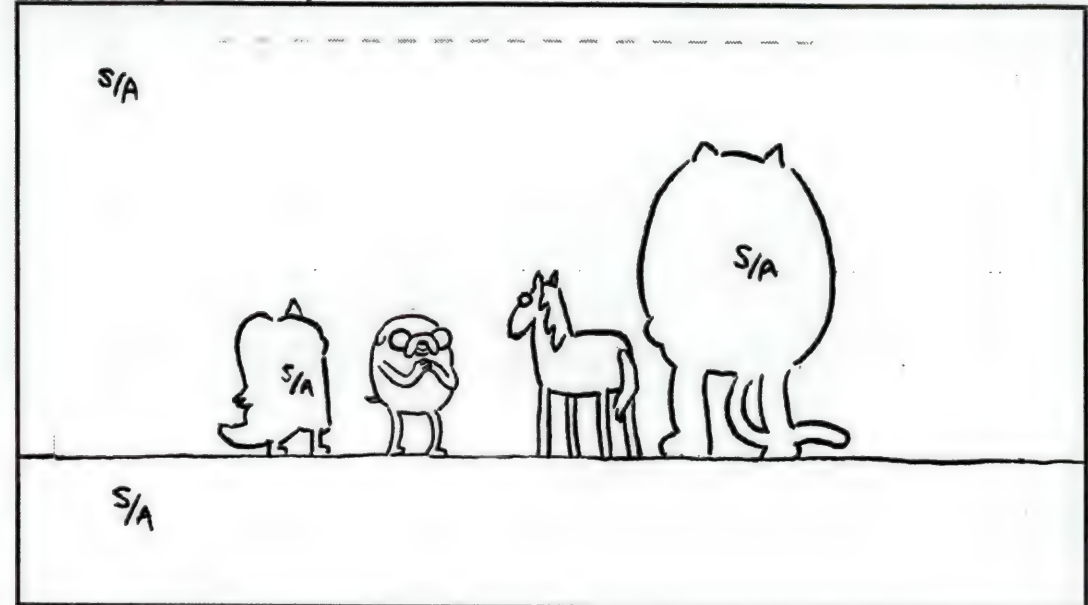


Page 145

Sc. 84 cont Pnl. D Bg. day night



Sc. 84 cont Pnl. E Bg. day night



Dialog:

J How ARE you!

Action:

NOV 0 4 2015

Timing:

EPISODE # 1034-238

Production:

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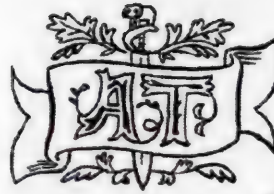
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# ADVENTURE TIME

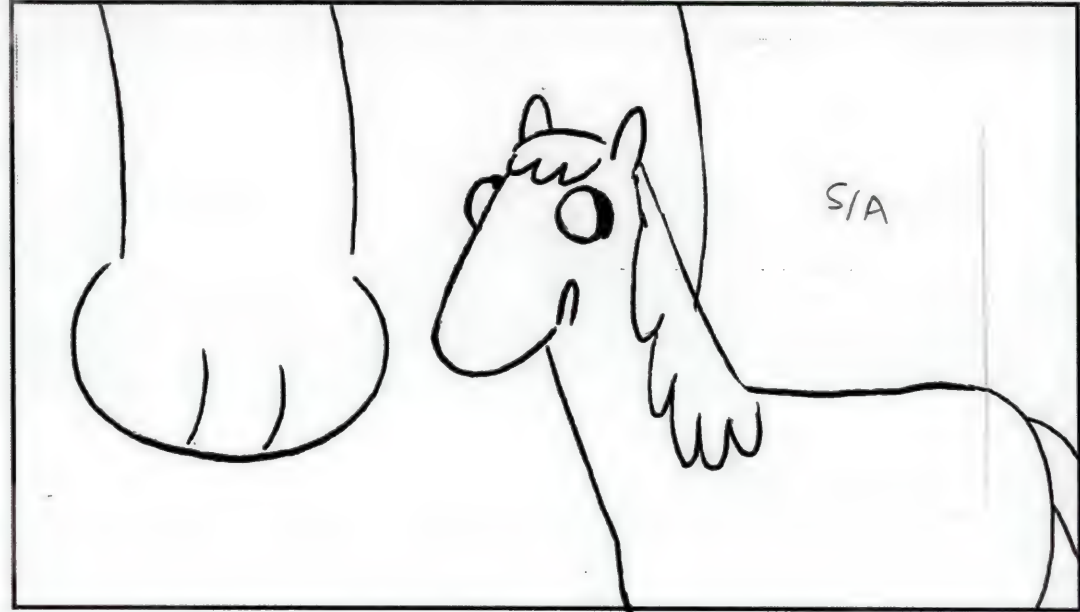


Page 146

Sc. 85 Pnl. A Bg. day night



Sc. 85 cont Pnl. B Bg. day night



Dialog:

M: WE'VE BEEN JUST GREA--

Action:

NOV 04 2015

Timing:

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Production:

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1034/238

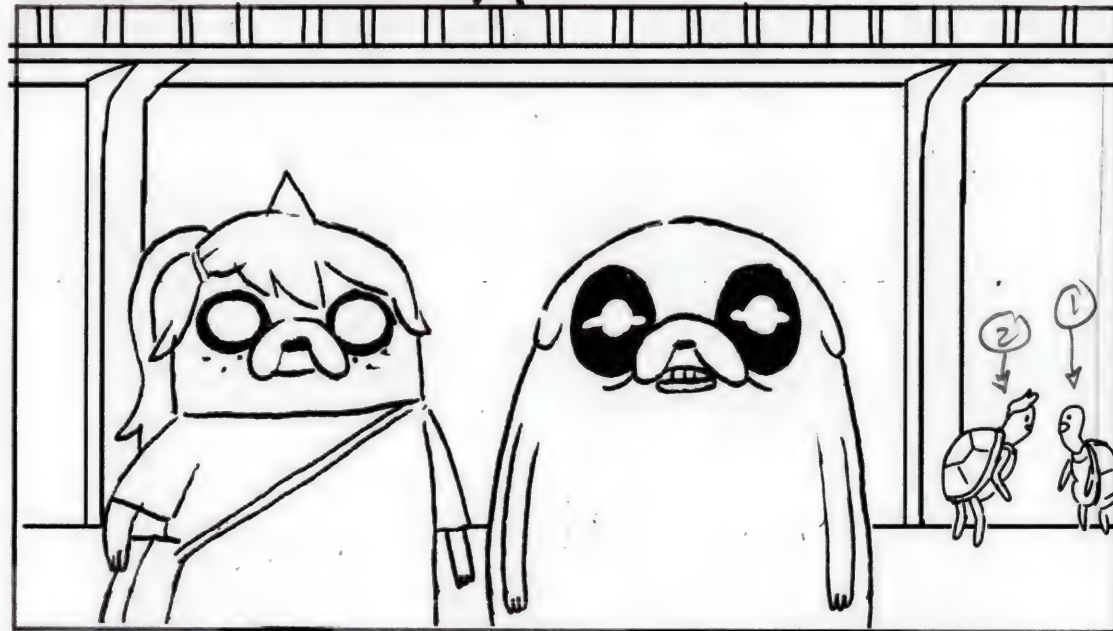


# ADVENTURE TIME

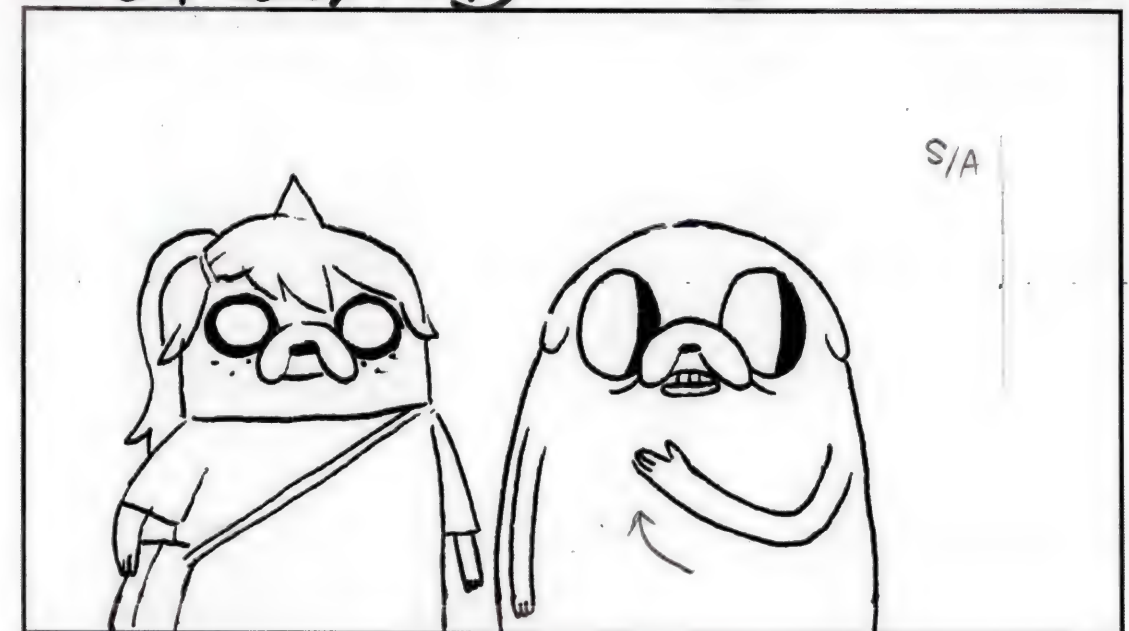


Page **147**

Sc. **86** Pnl. **A** Bg. day night



Sc. **86 cont** Pnl. **B** Bg. day night



<p>Dialog:</p> <p>(J) HER?</p>		<p>(J) OH, THIS MY DAUGHTER SLASH Card Wars PARTNER --</p>	
<p>Action:</p> <p>S.P.</p>		<p>- J. MOTIONS TO CHARLIE.</p> <p>NOV 0.4 2015</p>	
<p>Timing:</p>			

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Production:

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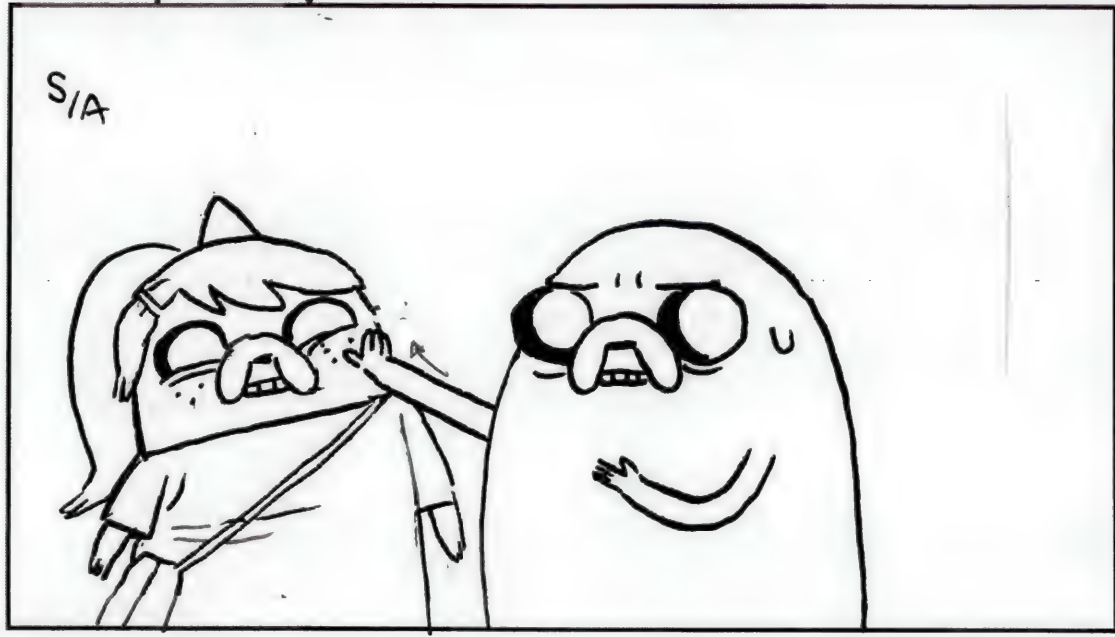
# ADVENTURE TIME



Sc. Old con Pnl. C

Bg.

day night

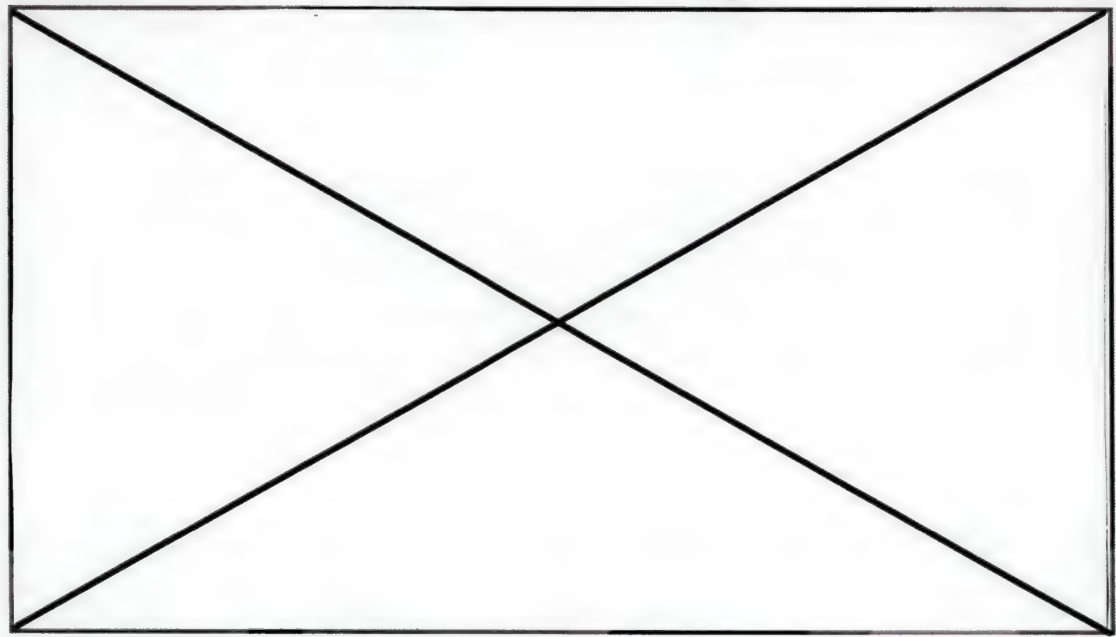


Sc.

Pnl.

Bg.

day night



<p>Dialog: <u>J</u> <u>CHARLIE!</u></p>		
<p>Action: <u>-J. PETS CHARLIE'S FACE AWKWARDLY. (SQUISHES HER CHEEK)</u></p>		<p>NOV 04 2015</p>
<p>Timing:</p>		

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Production:



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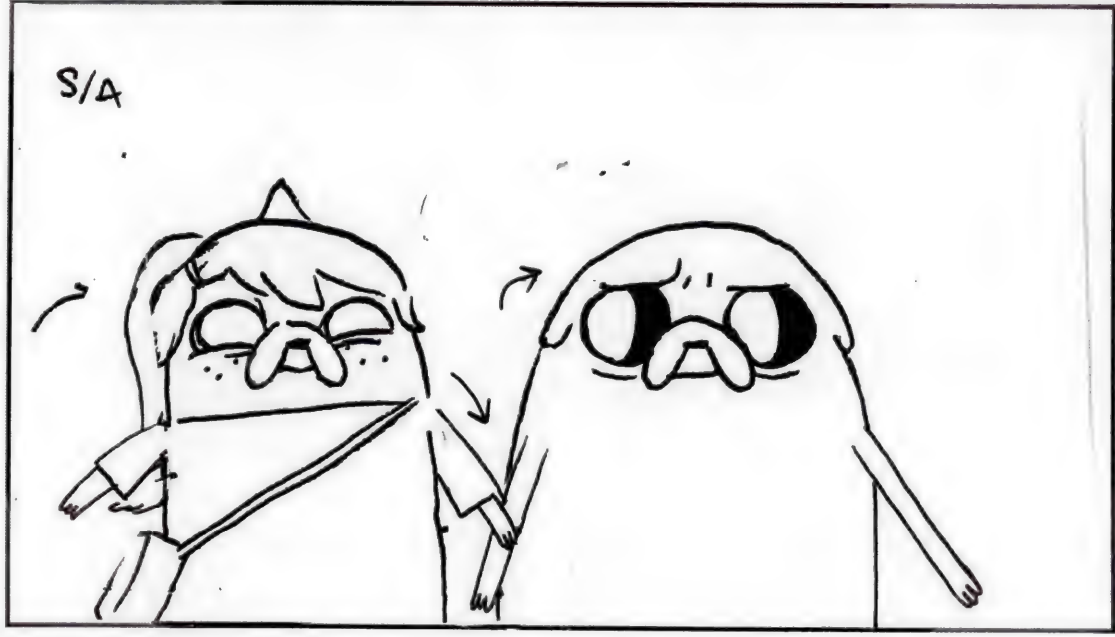
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# ADVENTURE TIME

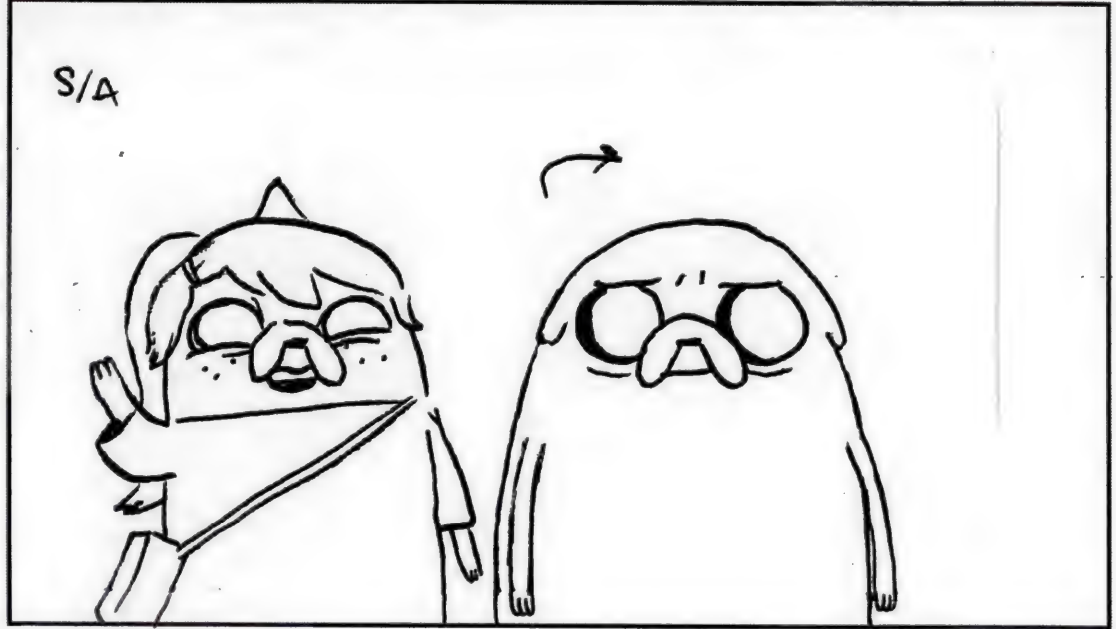


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Sc. Old cont Pnl. D Bg. day night



Sc. Old cont Pnl. E Bg. day night



Dialog:		<u>LIE!</u> SUP.	
Action: - C. CALMLY LOWERS JAKE'S HAND.			NOV 04 2015
Timing:			

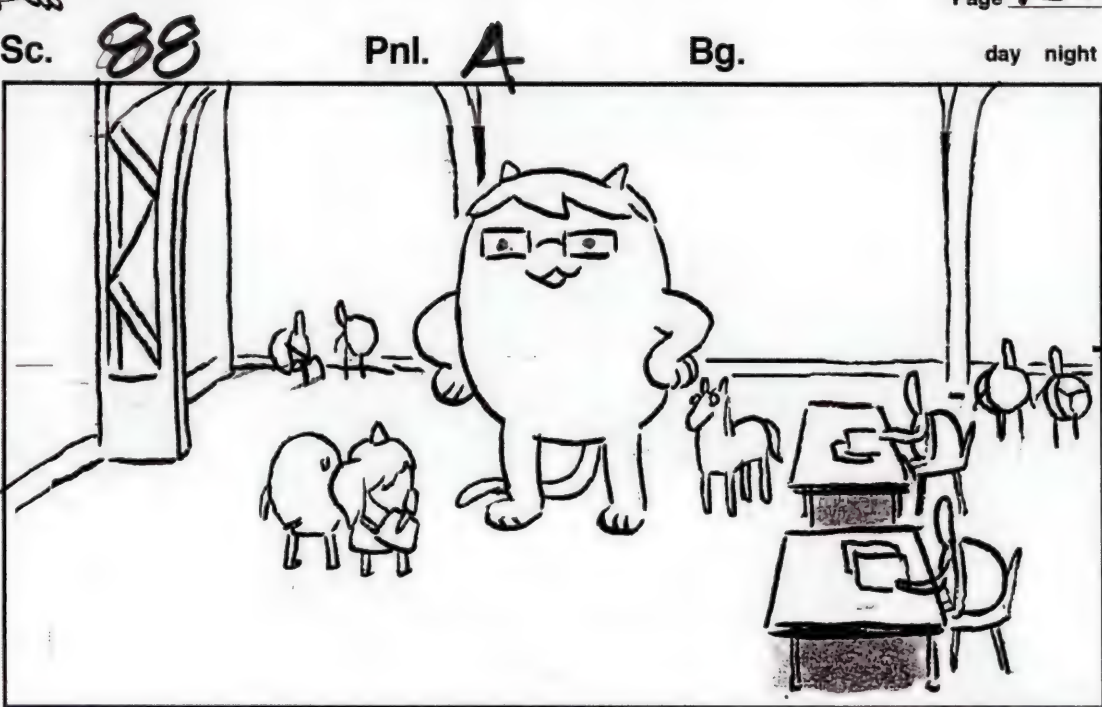
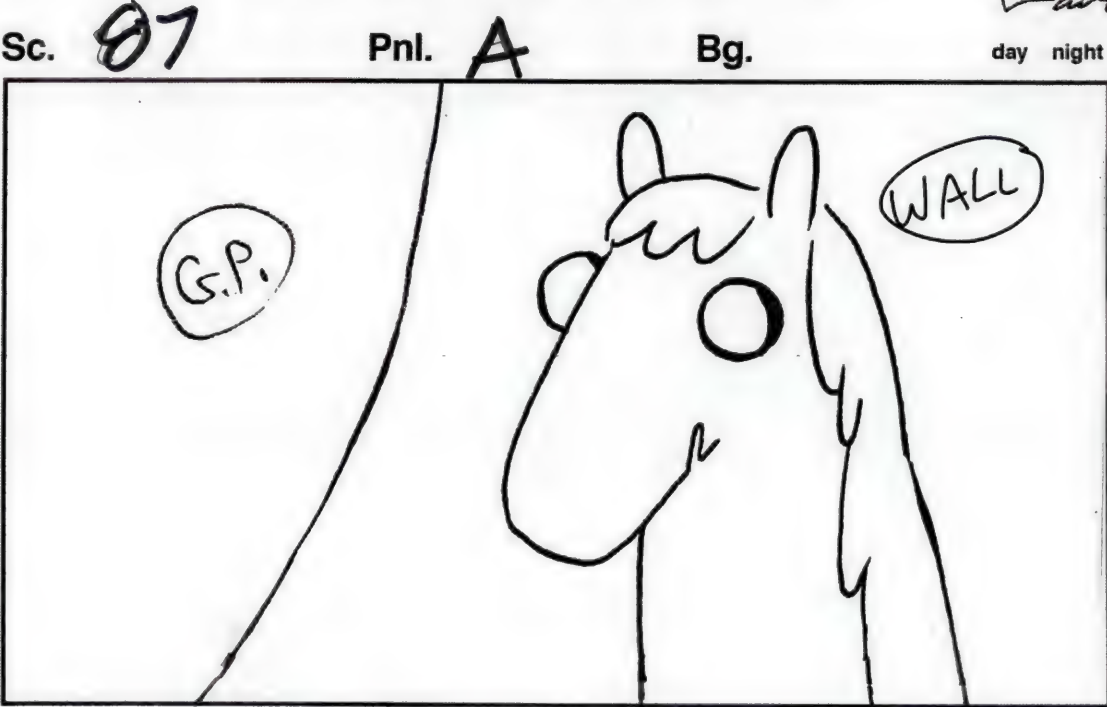
EPISODE # 1034-238  
1034/238  
Production:

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ADVENTURE TIME



Dialog:

(M) (GENUINE) THAT'S FANTASTIC, JAKE ... (GP) Well SHE'S A CHIP OFF THE OL' BLOCK I BET...  
You always wanted kids

Action:

Timing:

NOV 04 2015

EPISODE # 1034-238

EPISODE #

Production:

1034/238



# ADVENTURE TIME



Page **151**

Sc. **88 cont** Pnl. **B**

Bg.

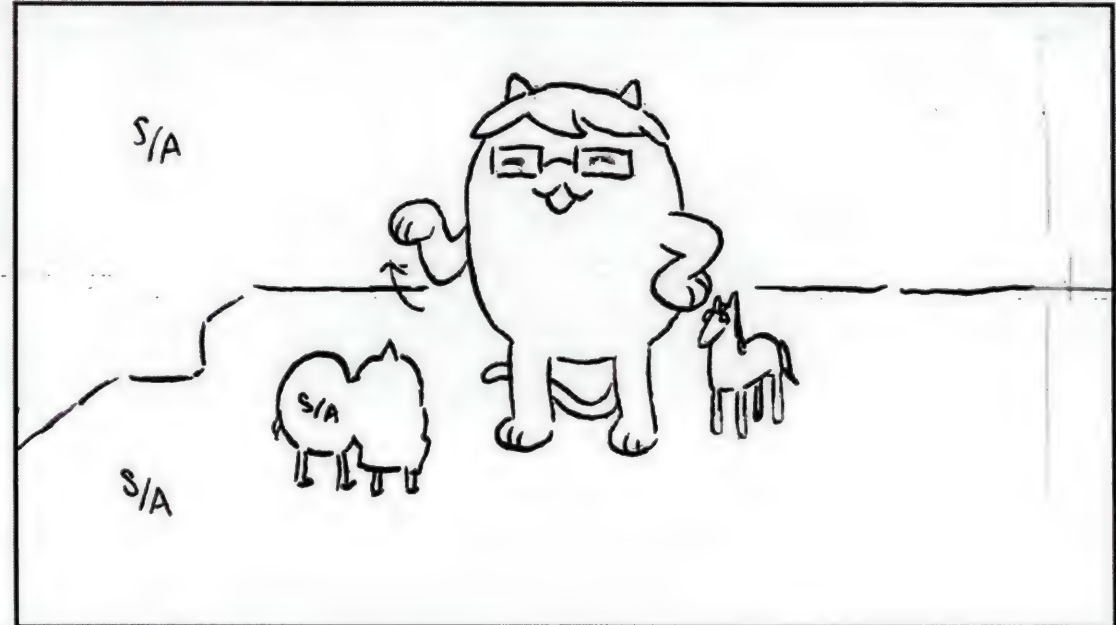
day night



Sc. **88 cont** Pnl. **C**

Bg.

day night

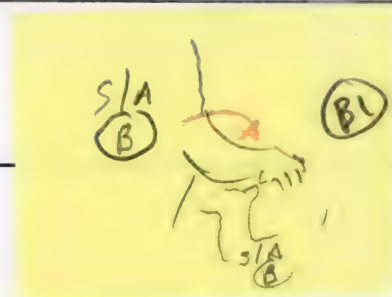


Dialog:

GP: US, WE'RE RUNNING THE  
LOCAL AFTER-SCHOOL C.W. PROGRAM.

GP: JUST LIKE WHERE  
YOU AND ME FIRST MET...  
AND MONIKER, OF COURSE

Action:



Timing:



NOV 04 2015

1034-238

EPISODE #

1034/238

Production:

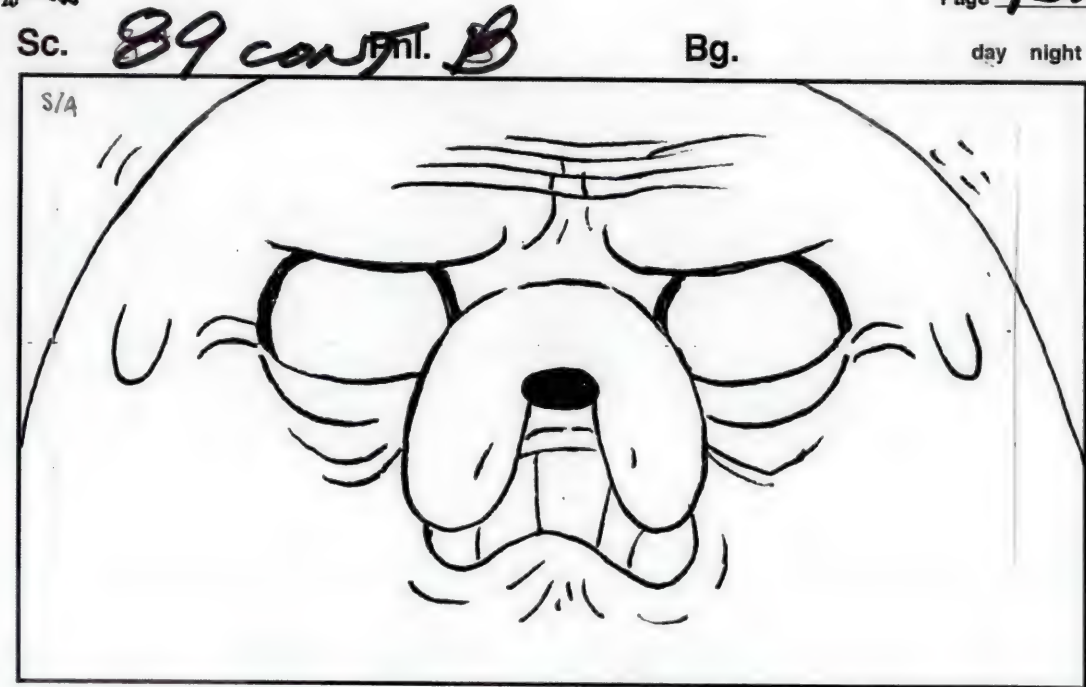
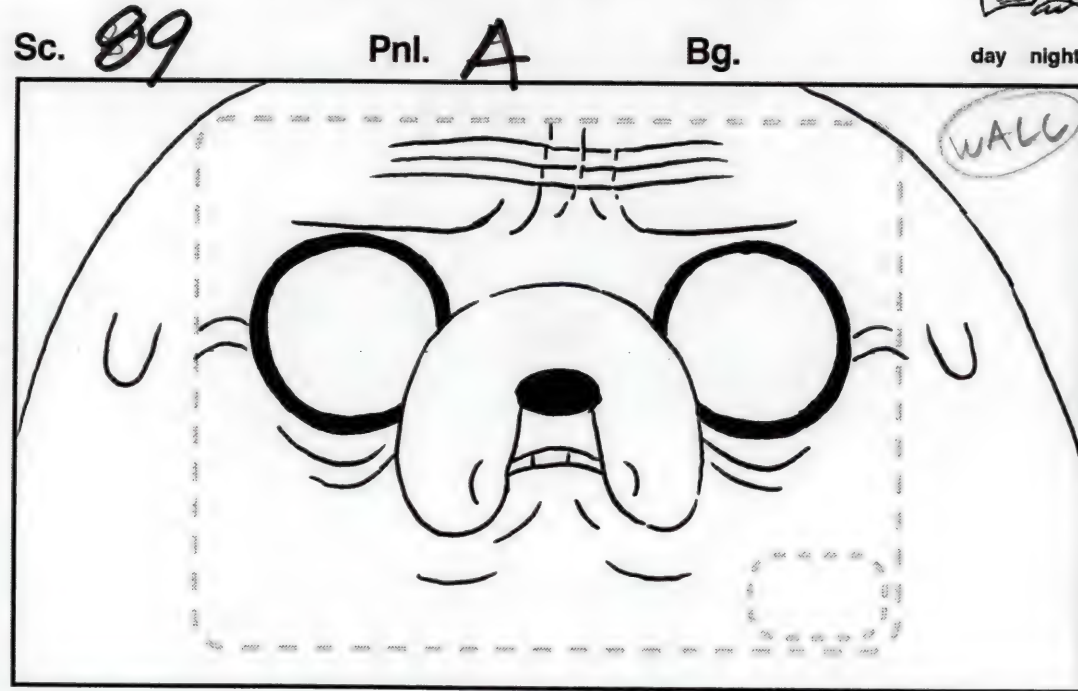
1034'238

1034/238

# ADVENTURE TIME



Page 152



Dialog:	(GP) (0/5) Most days we're busy running the screenprinting shop	(GP) (0/5) BUT WE STILL MAKE TIME FOR THE TOURNEY.
Action:	- J. STARTS VIBRATING IN ANGER.	
Timing:	NOV 04 2015	

EPISODE #

Production:

1034-238

1034/238



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# ADVENTURE TIME

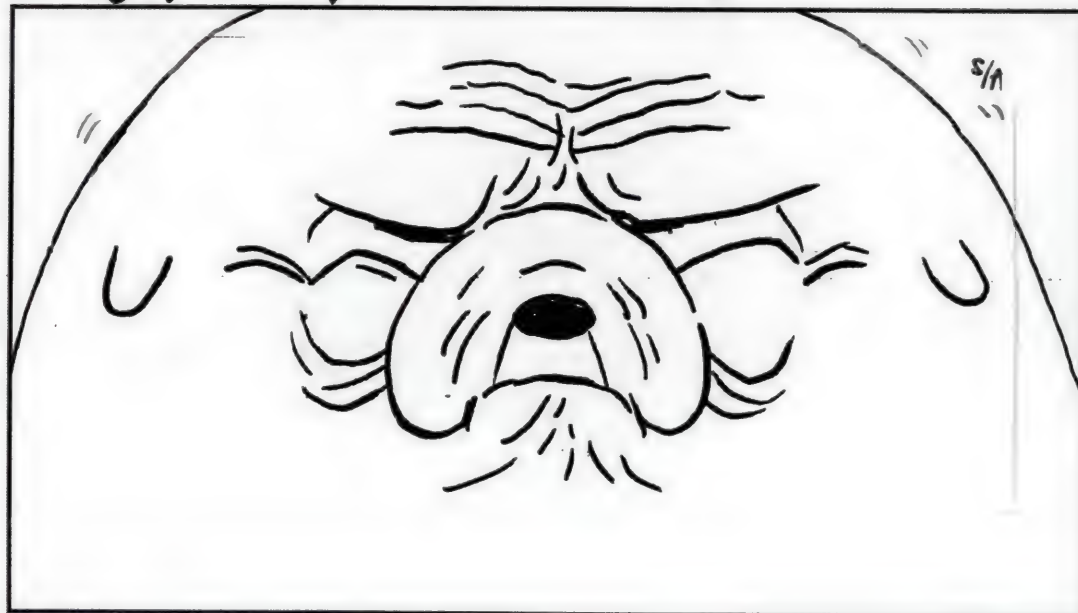


Page 153

Sc. 89 cont Pnl. C

Bg.

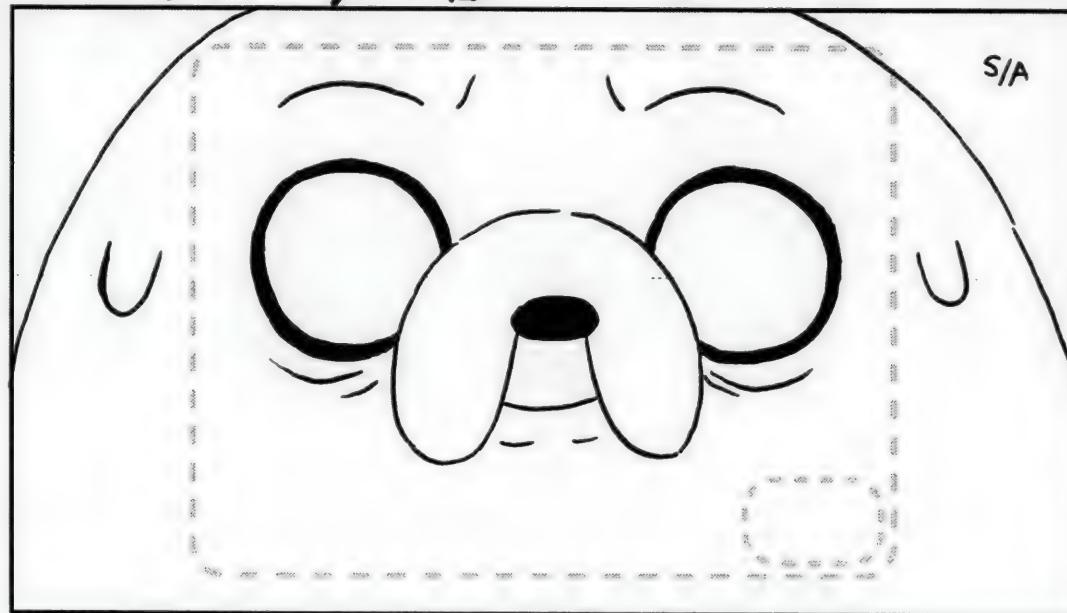
day night



Sc. 89 cont Pnl. D

Bg.

day night



Dialog:

(GP) (0/5) JUST FOR FUN Y'KNOW...

Action:

-J. CLENCHES HIS FACE.

-J. CALMS DOWN.

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

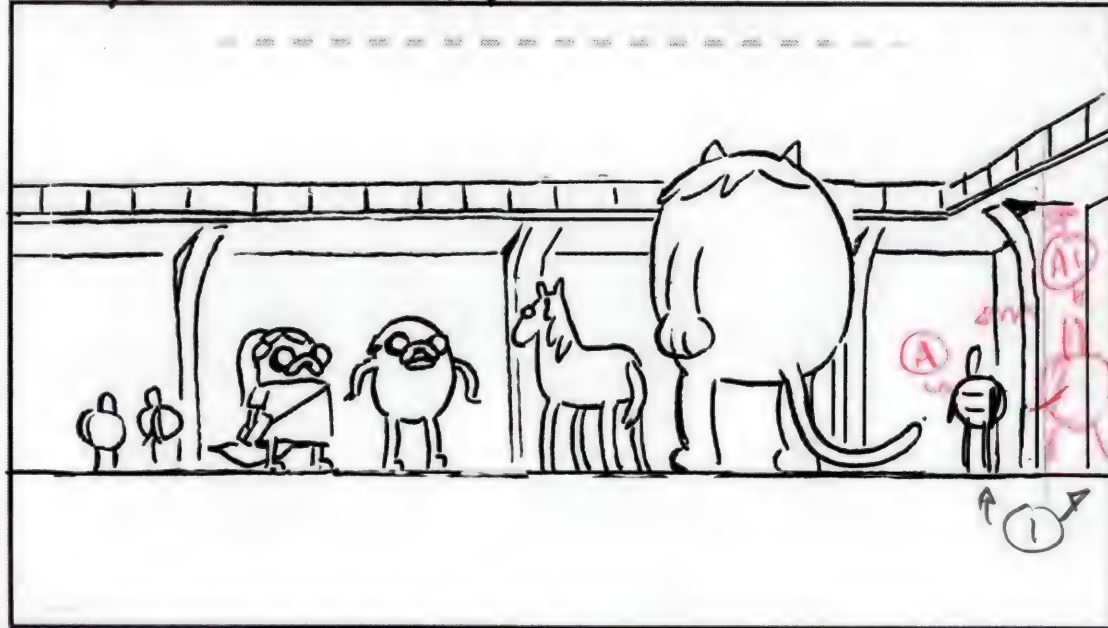
1034/238

# ADVENTURE TIME

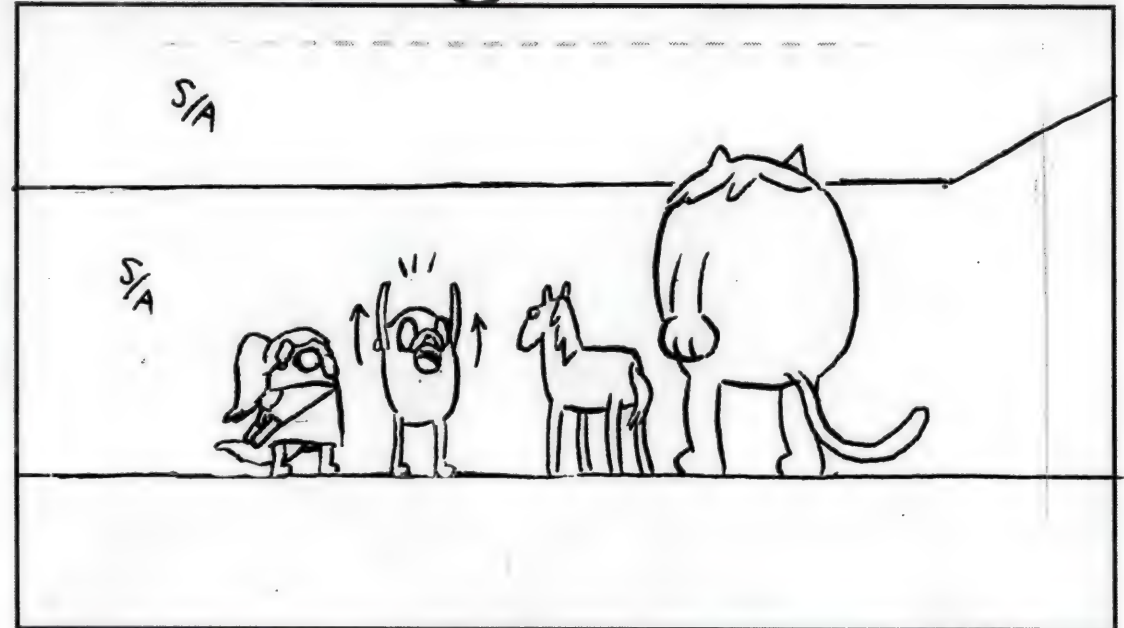


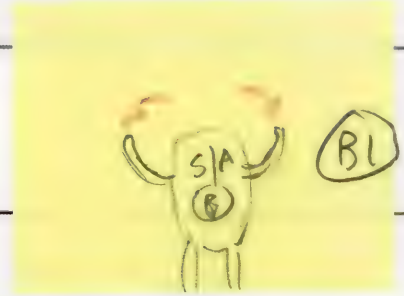
Page 154

Sc. 90 Pnl. A Bg. day night



Sc. 90 cont Pnl. B Bg. day night



Dialog:	
<u>J</u> :	YES!
<u>J</u> : WE'RE <u>ALL</u> HERE TO HAVE FUN!!	
Action:	
Timing:	NOV 04 2015

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EPISODE #

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Production:

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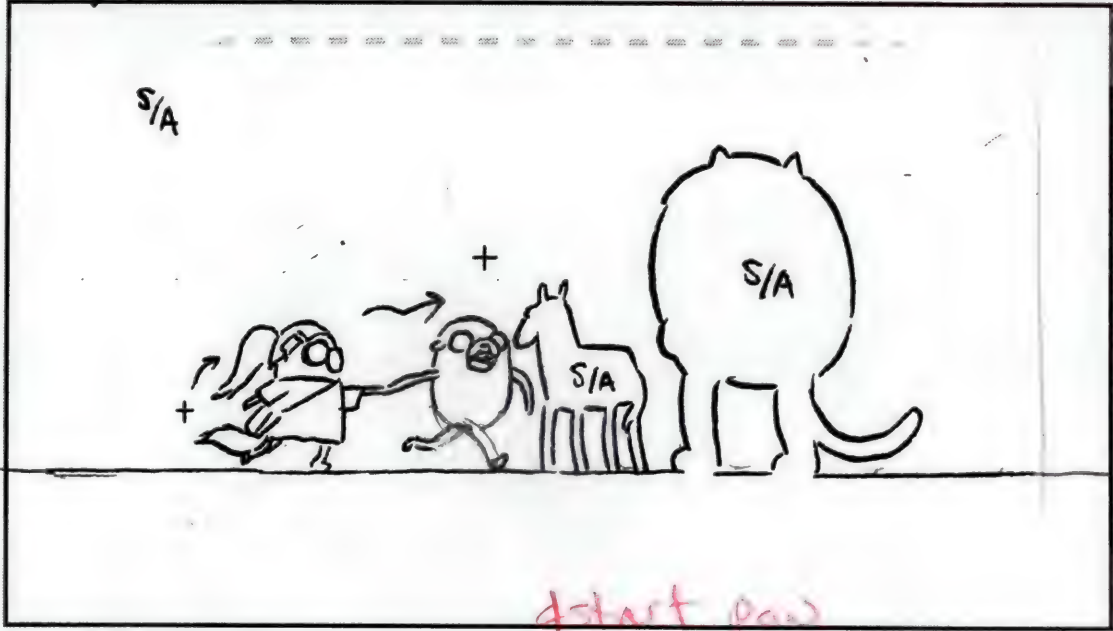
ADVENTURE TIME



Sc. 90 CONT Pnl. C

Bg.

day night



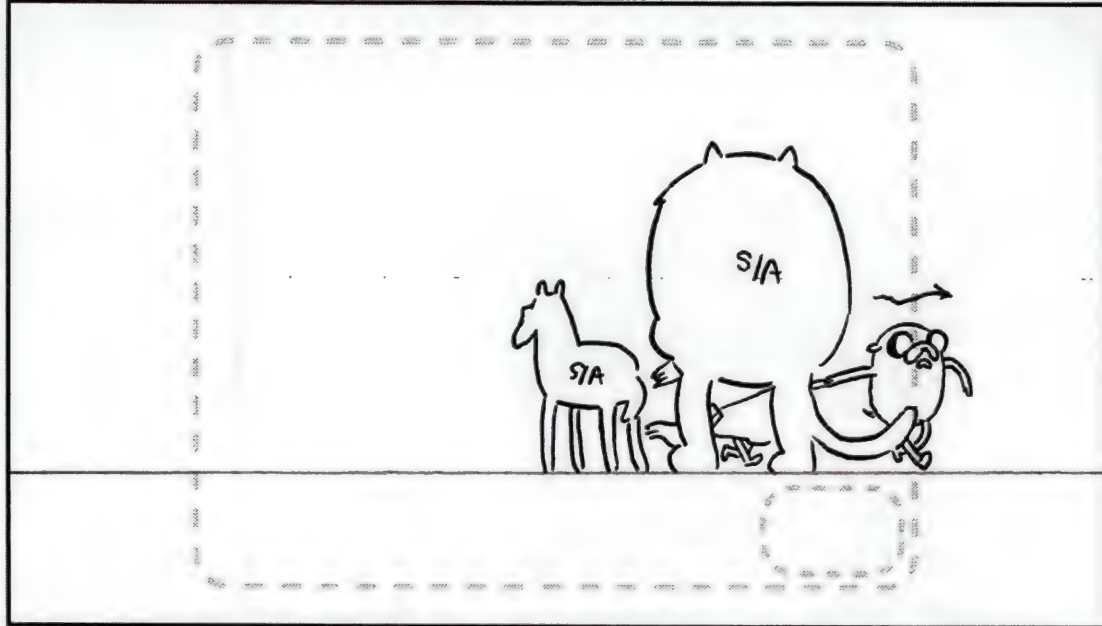
Sc. 90 CONT Pnl. D

Bg.

Page 155

day night

155A NEXT



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EPISODE #

1034/238

Dialog:

① WELL, GOTTA SIGN IN ...

① COME, CHARLIE.

Action:

-J. GRABS CHARLIE'S HAND

-JAKE RUNS PAST G.P.

NOV 04 2015

Timing:



Production:

1034/238

# ADVENTURE TIME



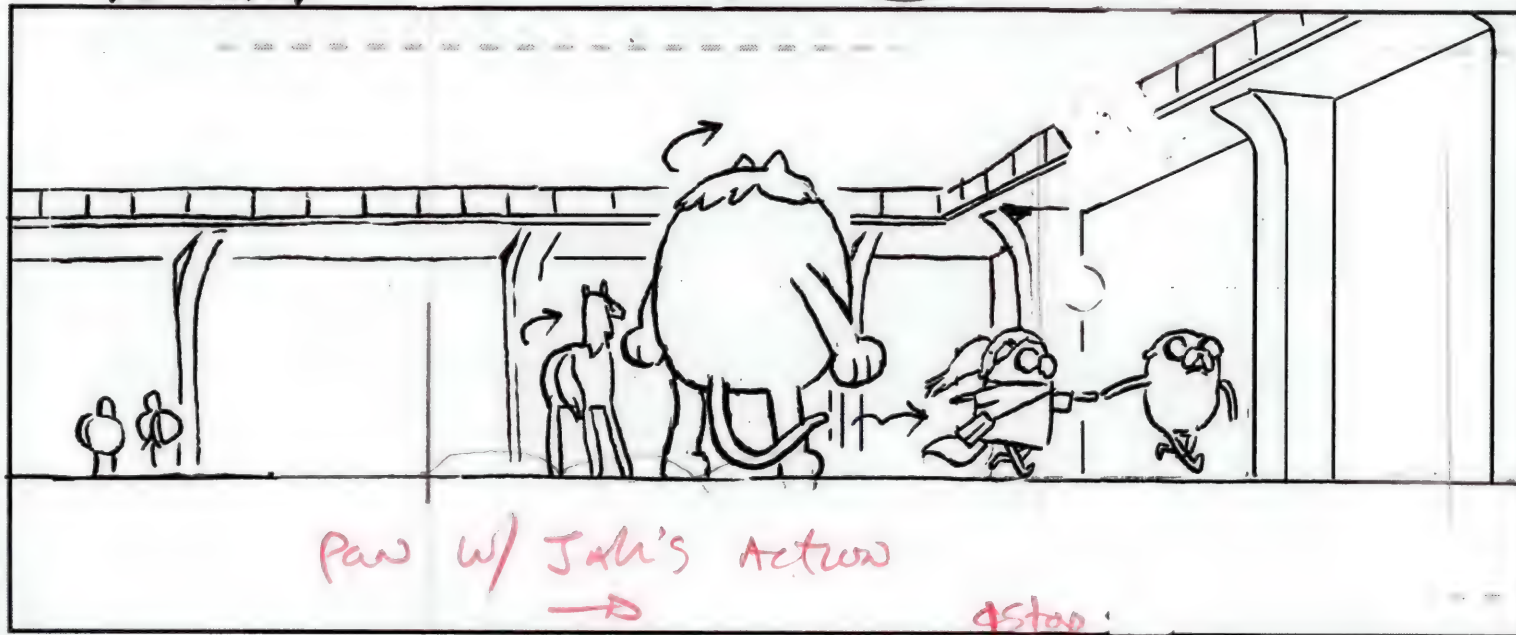
Page **155A**  
**156 NEXT**

Sc. **90 cent**



day night

Sc.



Dialog:

GP:

NICE MEETING YOU.



Action:

-PAN w/ JAKE + CHARLIE.

Timing:



NOV 04 2015

EPISODE #

Production:

1034-238

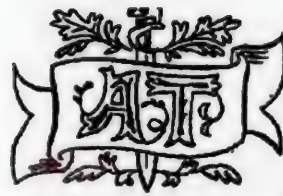
1034/238

1034/238

1034/238



# ADVENTURE TIME



Page 156

Sc. 91

Pnl. A

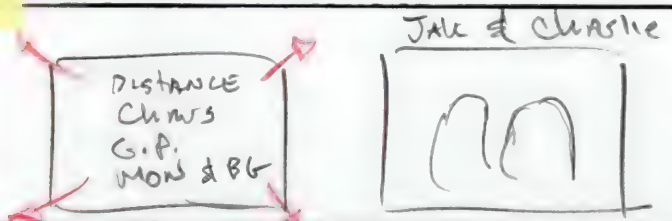
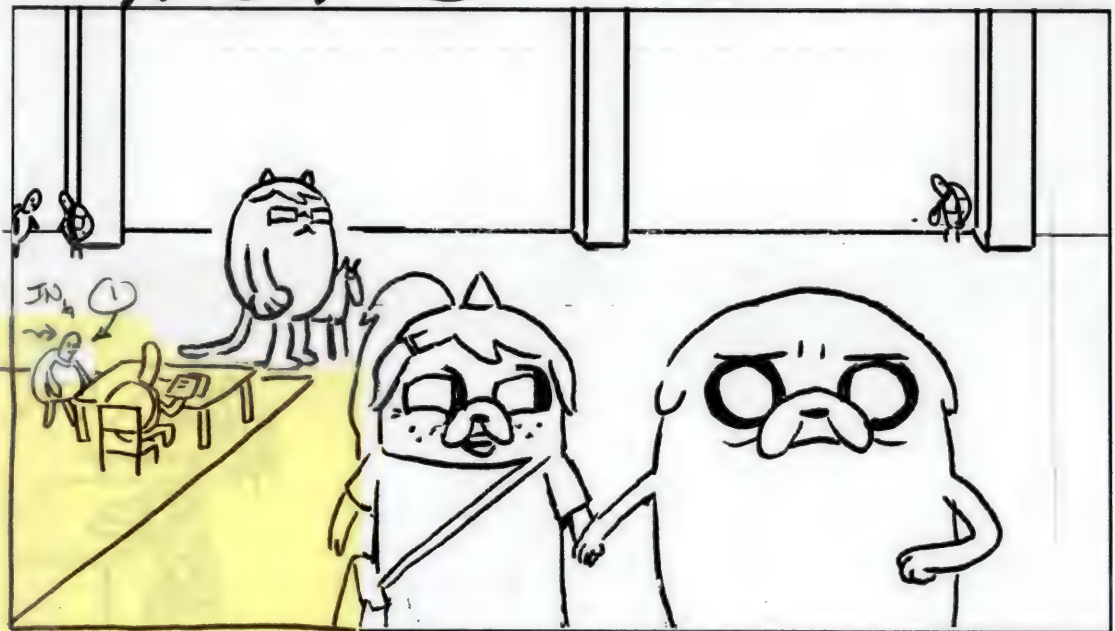
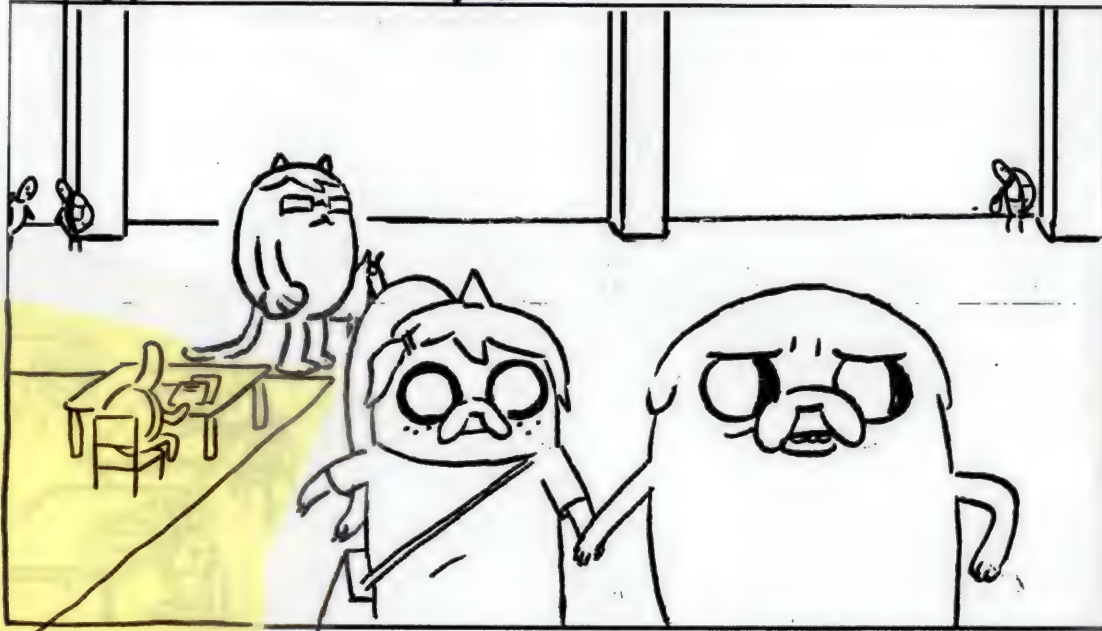
Bg.

day night

Sc. 91 cont Pnl. B

Bg.

day night



(C) HA, THAT'S YOUR EX, HUH?

Action:

Bi - PAC SET UP

- C. LOOKS BACK AT GRAND PRIX.

Timing:

NOV 04 2015

EPISODE # 1034-238

Production :

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1034/238

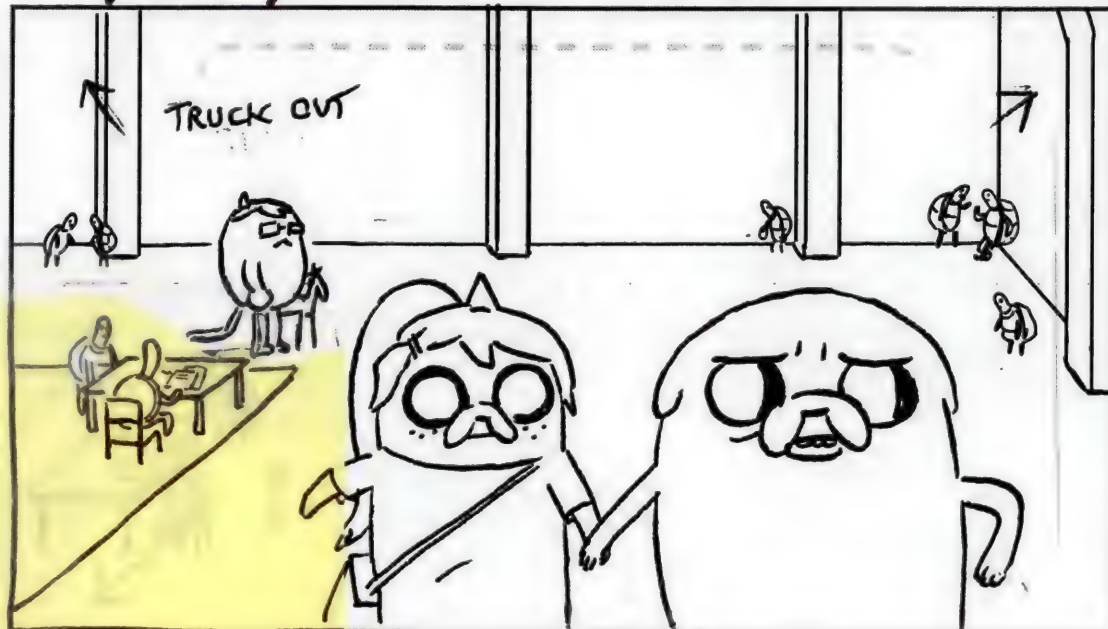
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# ADVENTURE TIME



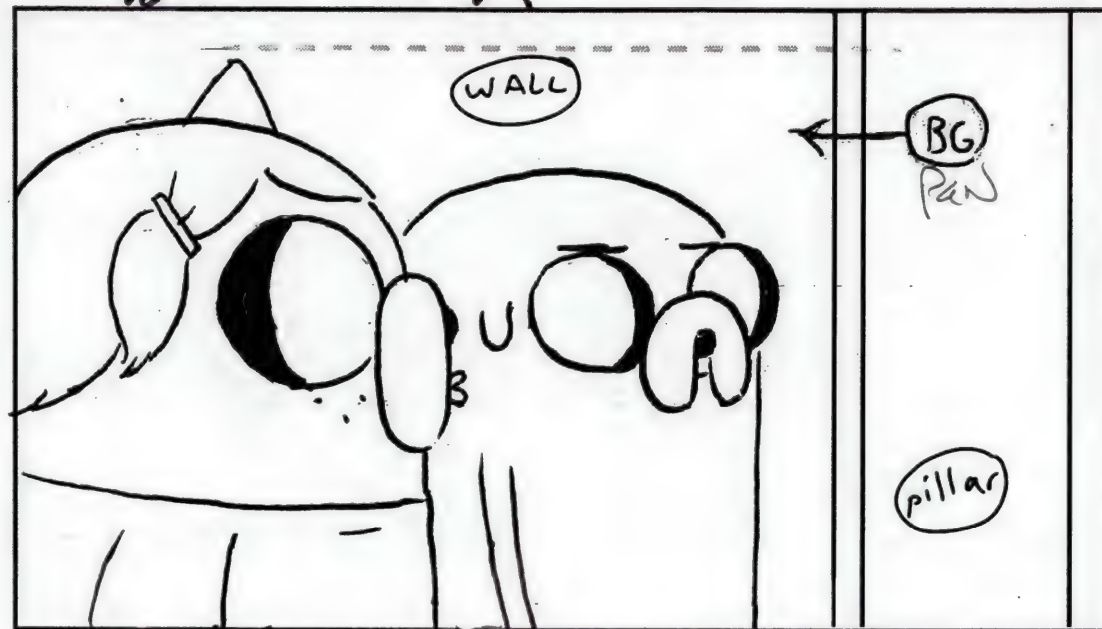
Page **157**

Sc. **91 cont** Pnl. **C** Bg. day night



① WHAT ?

Sc. **92** Pnl. **A** Bg. day night



② NOTHIN ...

Action:

NOV 14 2015

Timing:

Production:

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1034/238

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# ADVENTURE TIME



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Sc. 92 cont Pnl. B

Bg.

day night



Sc. 92 cont Pnl. C

Bg.

day night



Dialog:

© YOU'VE DEFINITELY GOT A TYPE...

© HAW HAW HAW!

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

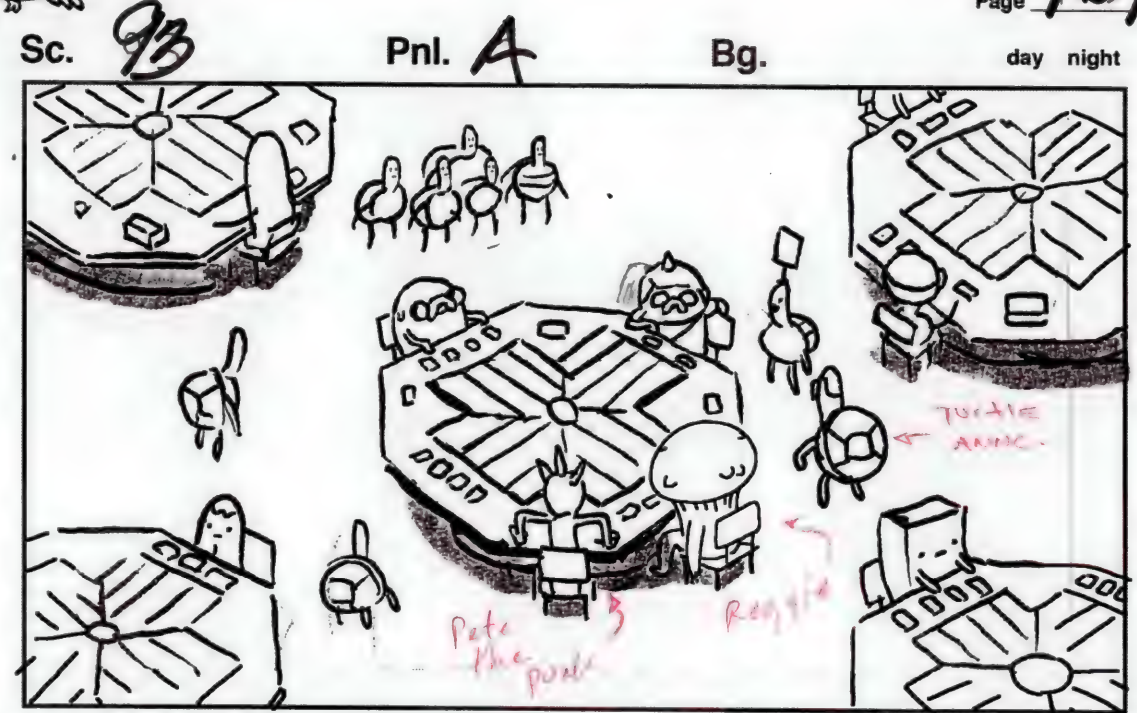
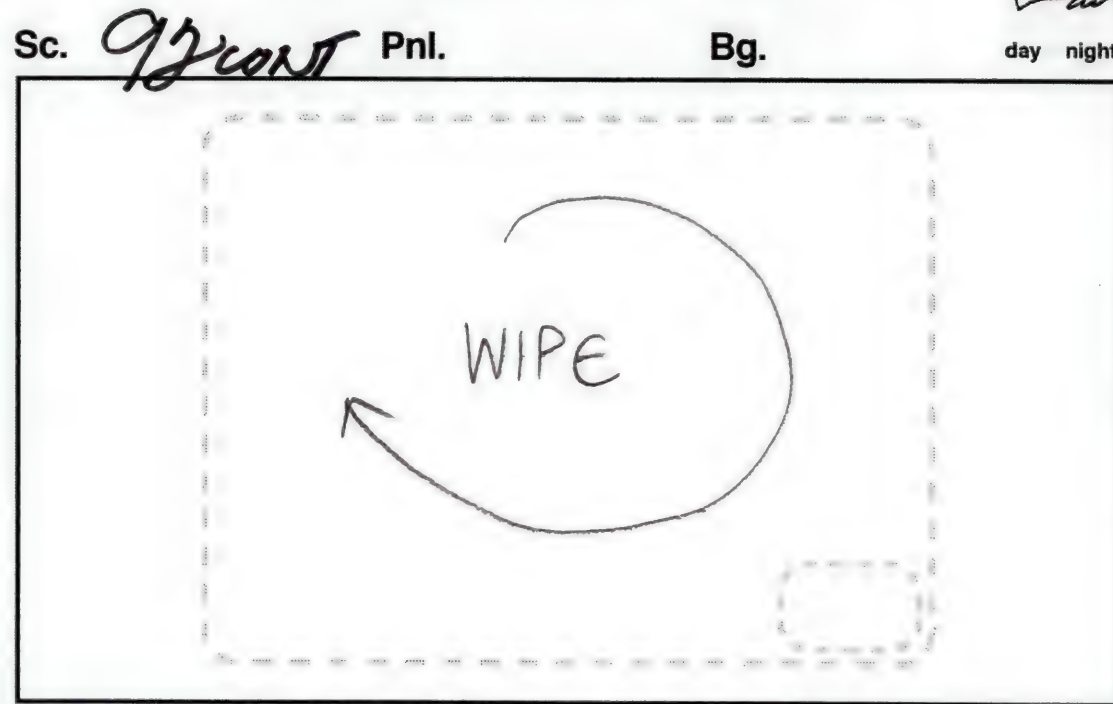
Production:

1034/238

1034/238

1034/238

# ADVENTURE TIME



Dialog:

TURTLE ANNOUNCER (VU) ROUND ONE!

Action:

- JAKE, CHARLIE, PETE THE PUNK, AND REGGIE  
ARE SEATED AT GAME TABLE. NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238



# ADVENTURE TIME



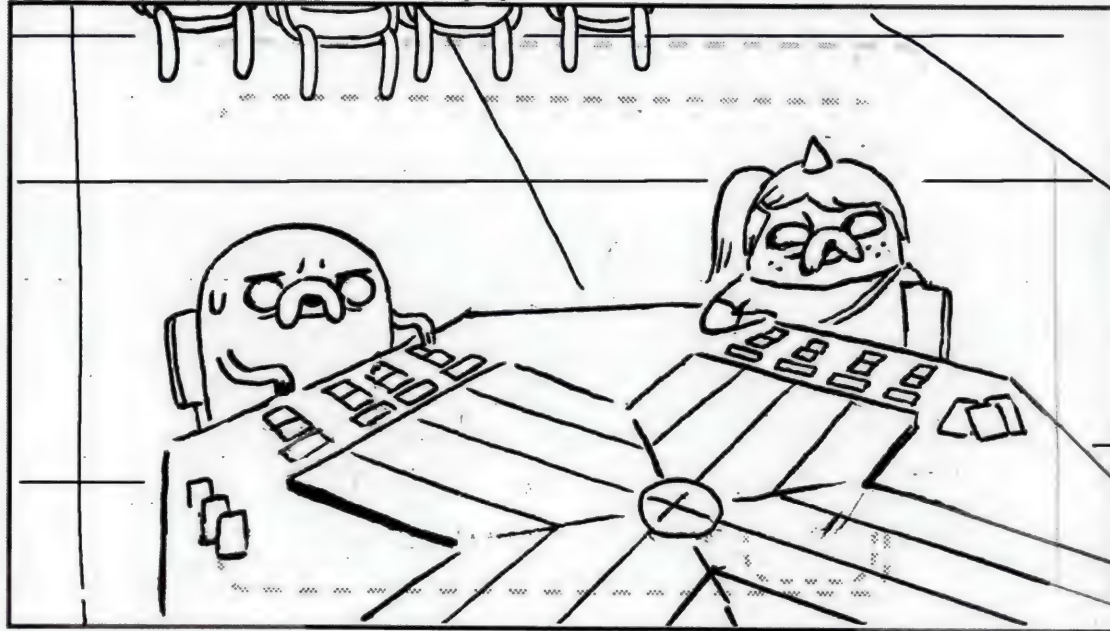
Page 160

Sc. 94

Pnl. A

Bg.

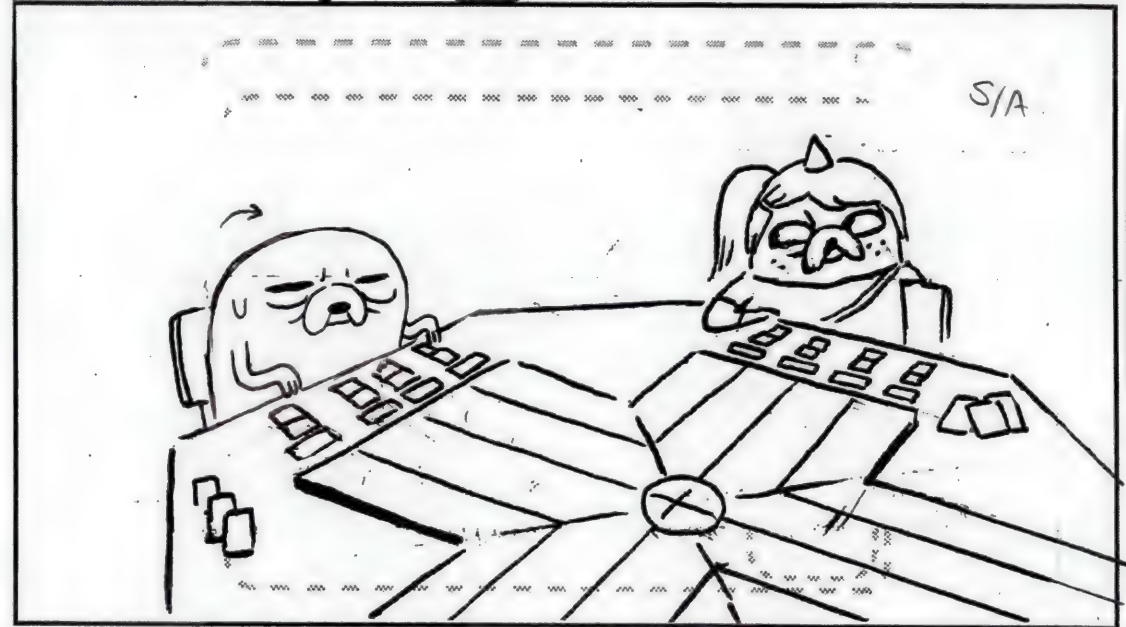
day night



Sc. 94 CONT Pnl. B

Bg.

day night



Dialog:

TA: <sup>(VO)</sup> JAKE AND CHARLIE--

T.A. <sup>(VO)</sup> AKA "TEAM DIGNIFIED"

Action:

-JAKE NODS IN APPROVAL.

NOV 04 2015

Timing:

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EPISODE #  
1034/238

Production:

1034/238



# ADVENTURE TIME



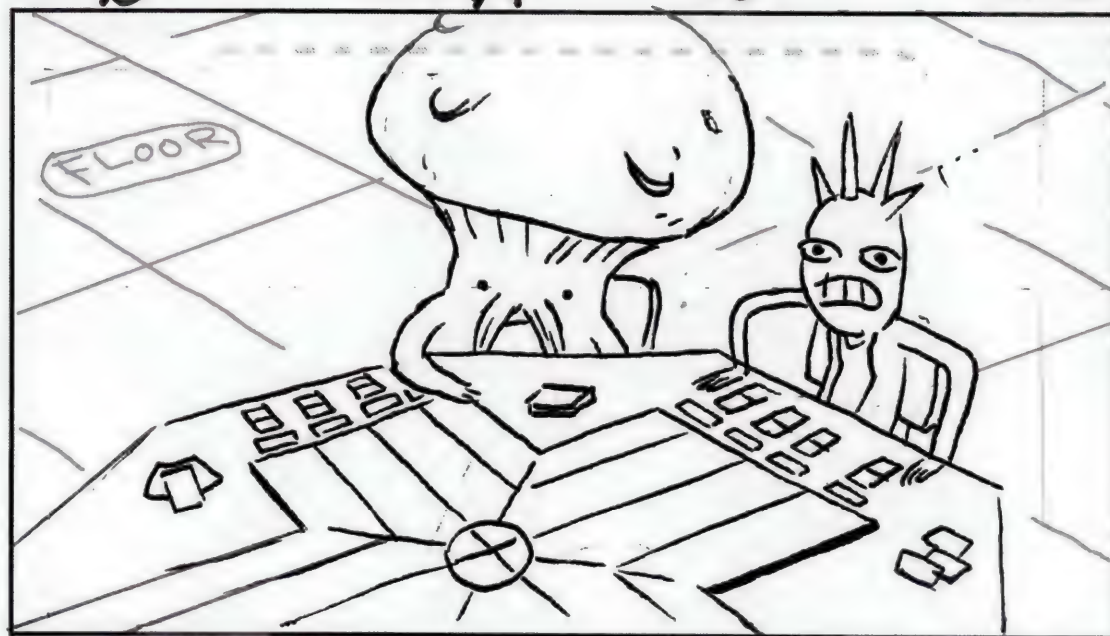
P. 161

Sc. 95

Pnl. A

Bg.

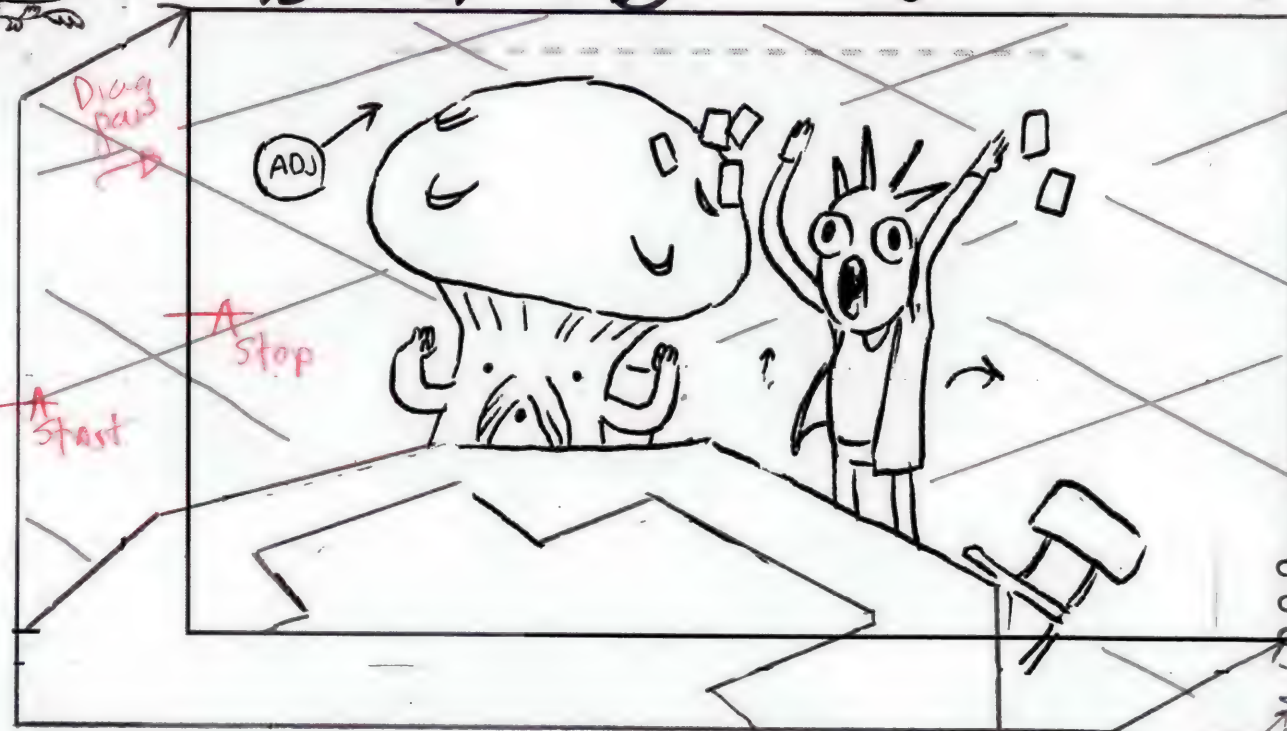
day night



Sc. 95 CONT Pnl. B

Bg.

day night



Dialog:

TA: (V) VERSUS REGGIE AND  
PETE THE PUNK.

(A)

PETE THE PUNK: BLABLA BLABLA!!

REGGIE: OHHHHHH

Action:

- MUSHROOM GUY AND GRASS HOOLIGAN.

- PP TOSSES CARDS. ADJ W/ ACTION.  
- REGGIE RAISES THE ROOF.

Timing:

NOV 04 2015



Production:

1034-238

1034/238

1034/238

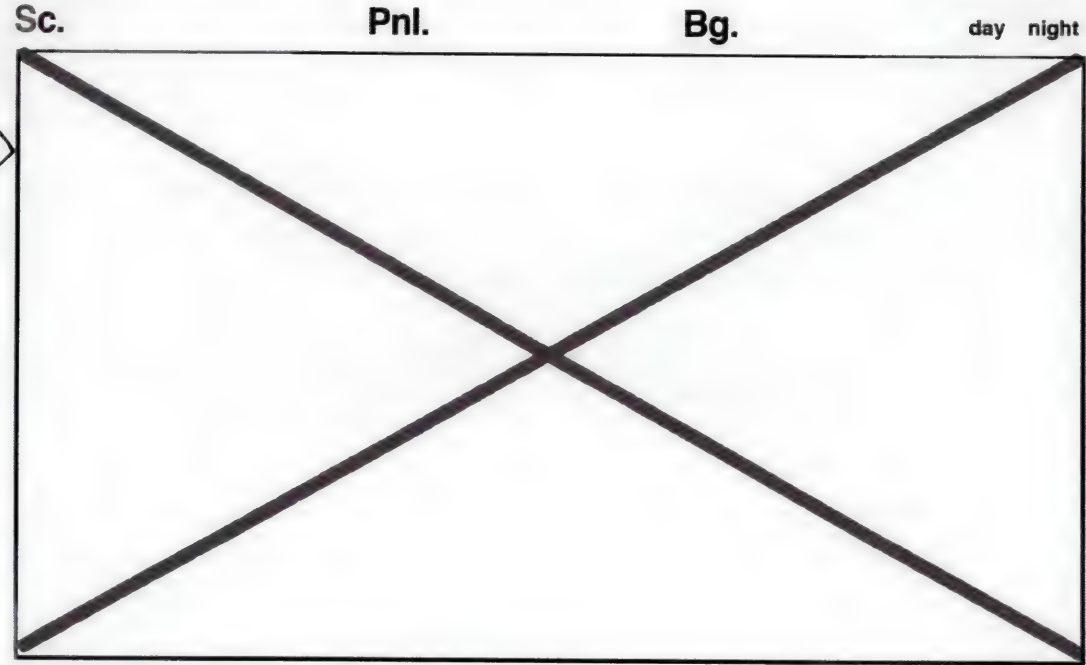
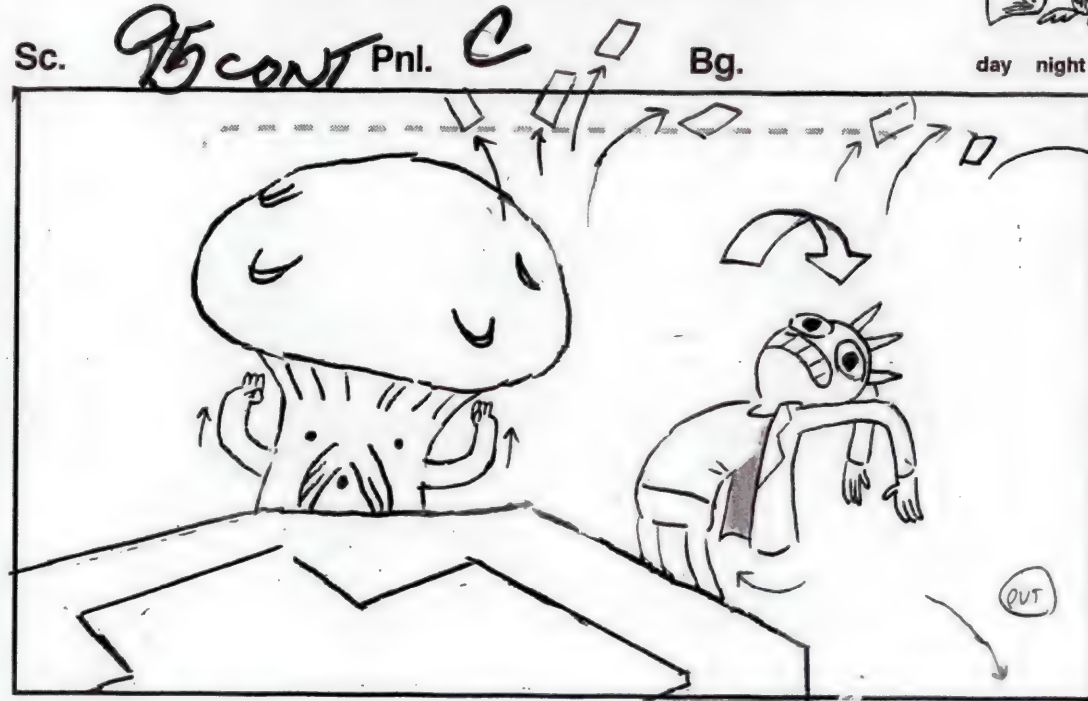


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# ADVENTURE TIME



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Dialog:	
Action:	
Timing:	

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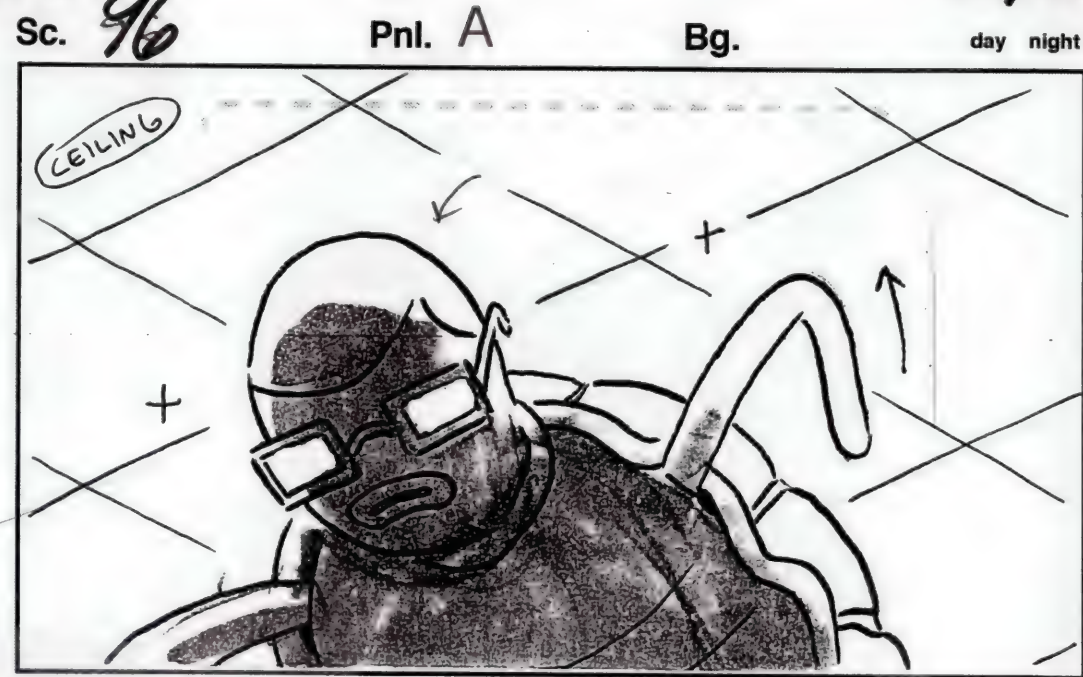
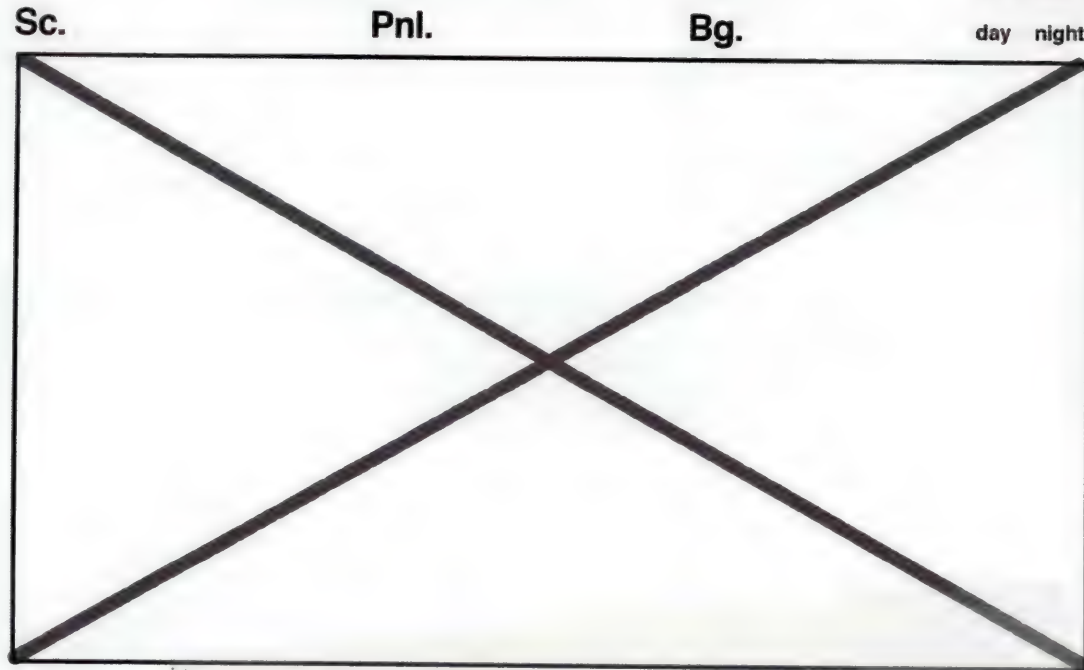
Production:

1034/238

# ADVENTURE TIME



Page 103



IA: (BUILDING)  
COOommEEENCE --

-CAM SETTLES ON TURTLE ANNOUNCER

NOV 04 2015

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1034/238

Production:

1034/238



# ADVENTURE TIME



ADJ →

Sc.

96 CONT

Pnl. B

Bg.

day night

Sc.

96 CONT

Pnl. C

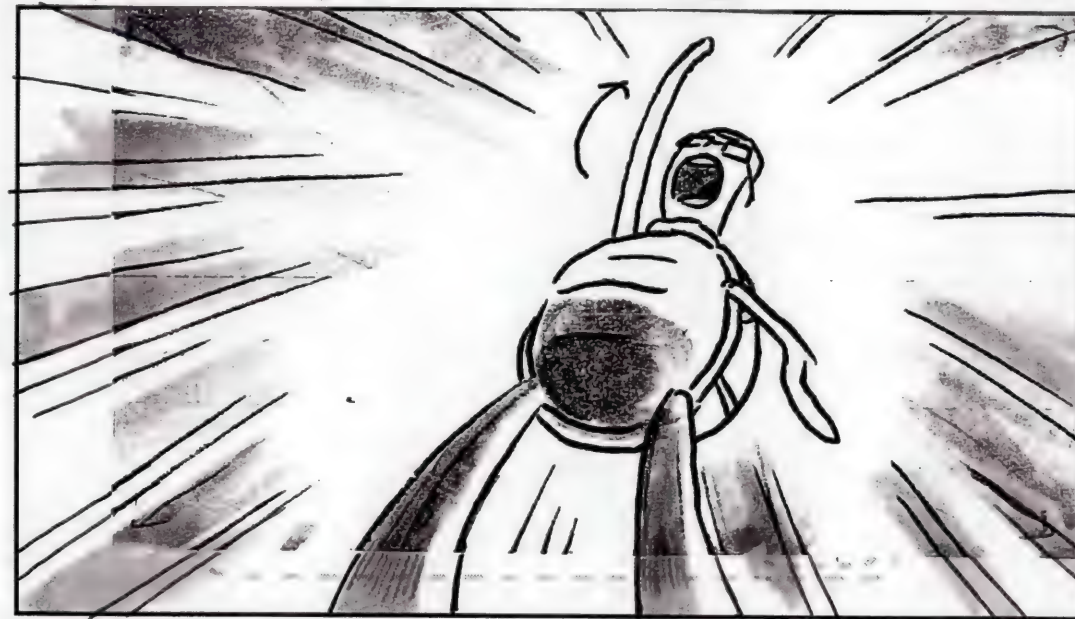
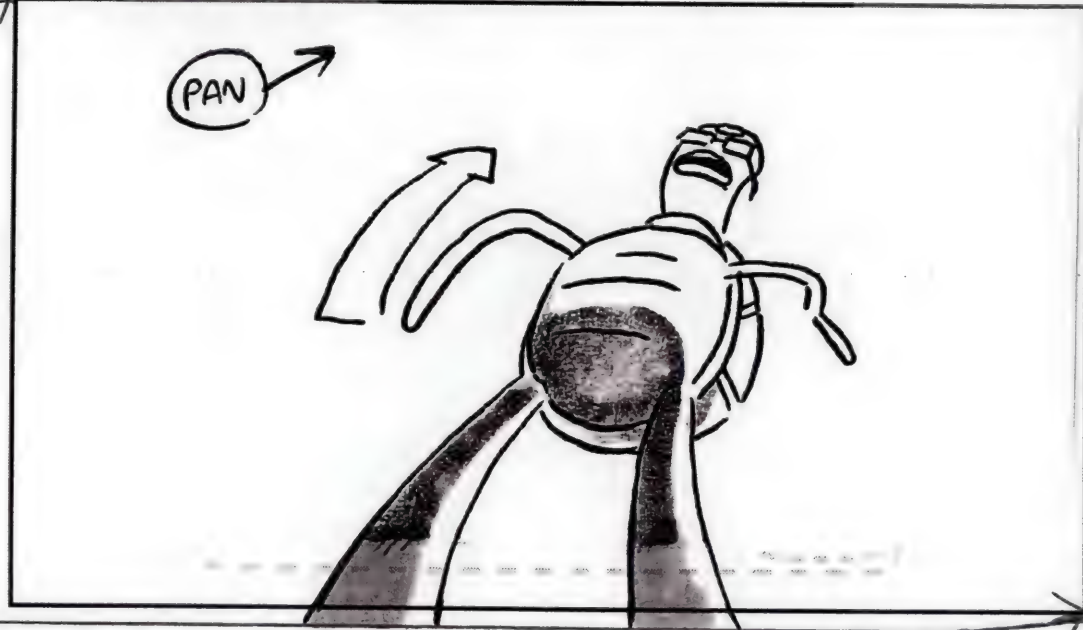
Bg.

Page

164

day night

PAN →



Dialog:

TA: CARD WARS!!

SFX: \* SHING! \*

Action:

- T.A. STRAIGHTENS UP.

- PAN W/ ACTION

- BG CARD FLASHES ON.

NOV 04 2015

Timing:

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EPISODE #

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Production:

1034/238

1034/238

# ADVENTURE TIME

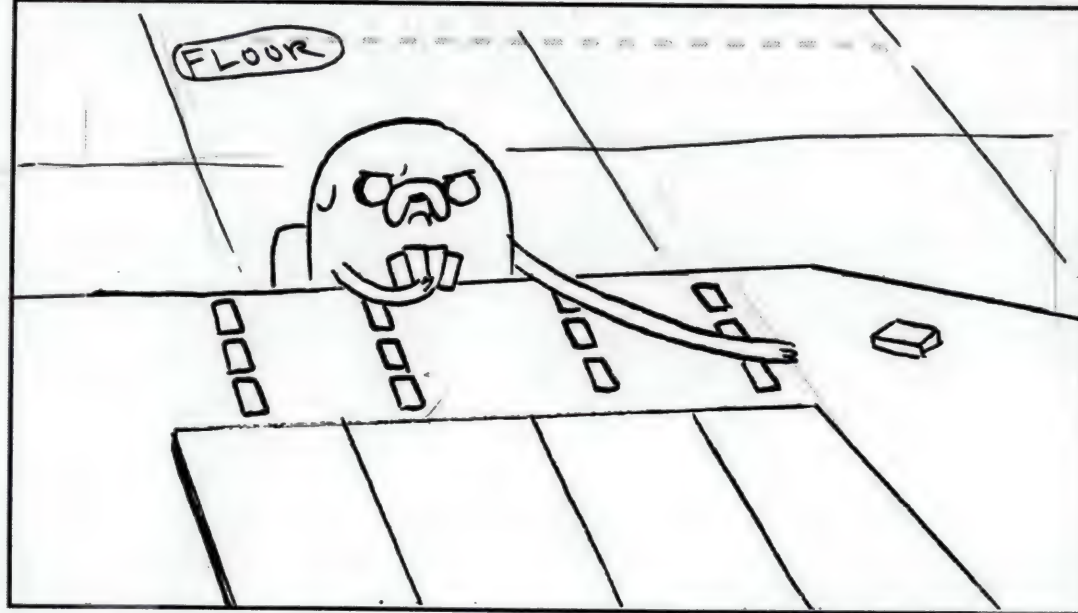


Sc. 97

Pnl. A

Bg.

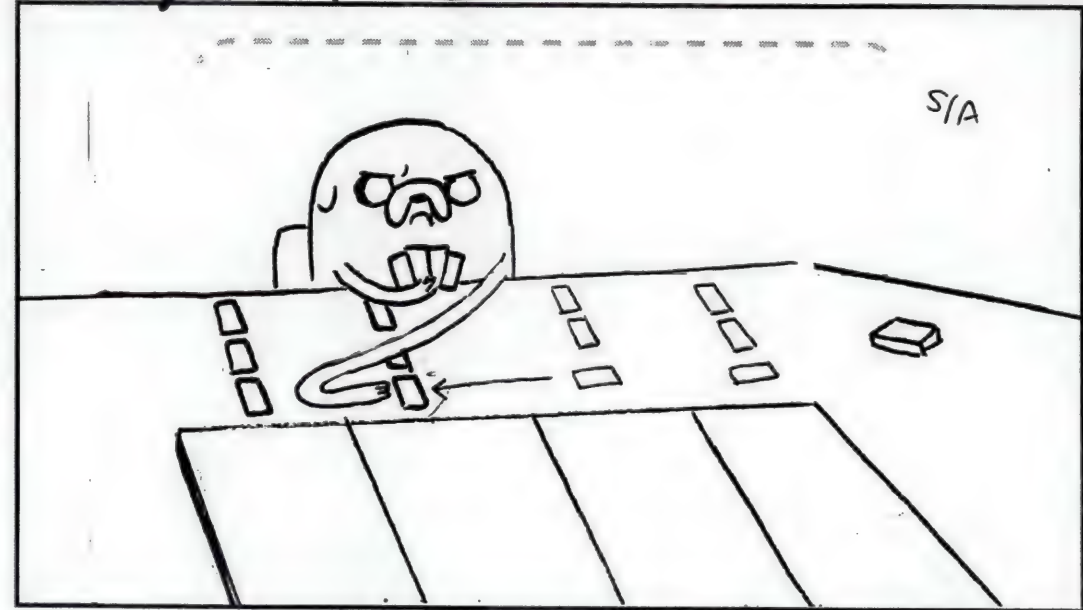
day night



Sc. 97 cont. Pnl. B

Bg.

day night



Dialog:

SFX: \* SWSH \*

Action:

- J. SWIPES/ TURNS CARDS.

NOV 04 2015

Timing:

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EPISODE #

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Production:

1034/238



# ADVENTURE TIME



Sc. **97 CONT** Pnl. **C**

Bg.

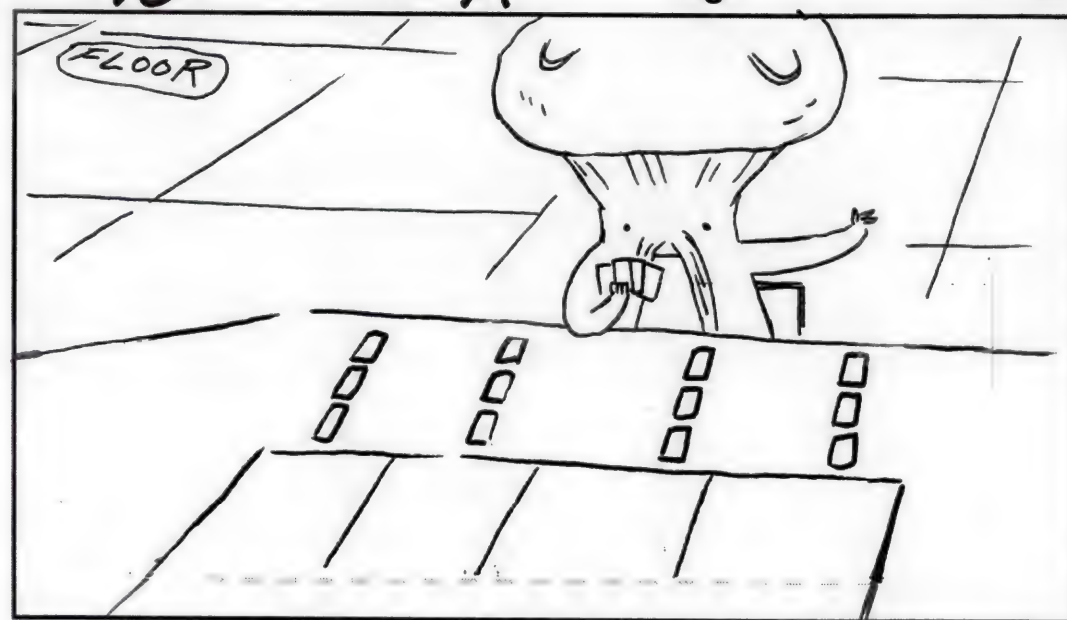
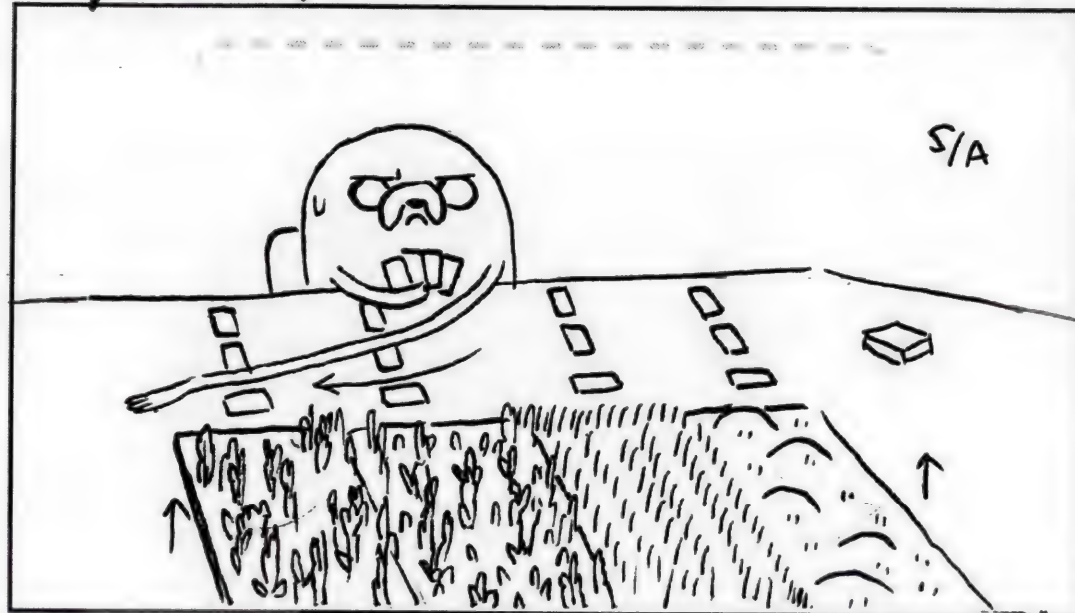
day night

Sc. **98**

Pnl. **A**

Bg.

Page **166**  
day night



Dialog:

Action:

- LANDSCAPES ACTIVATE.

NOV 04 2015

Timing:

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EPISODE #

1034/238

Production:

1034/238

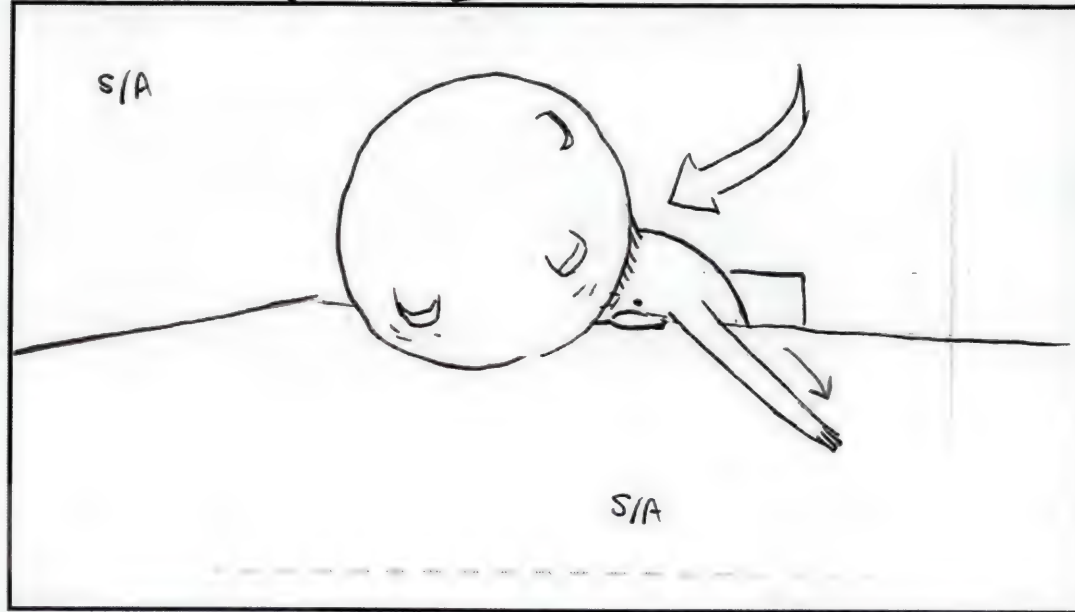
# ADVENTURE TIME



Sc. *98 cont* Pnl. *B*

Bg.

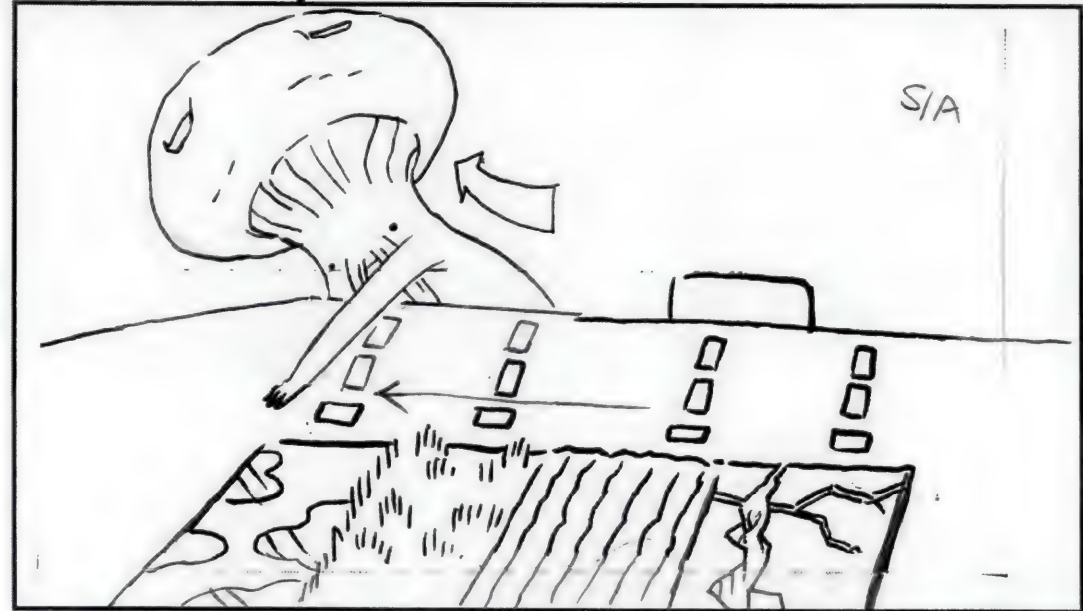
day night



Sc. *98 cont* Pnl. *C*

Bg.

day night



Dialog:

SFX: *~ SWISHH ~*

Action:

*- REGGIE TURNS CARDS IN ONE SWEEP.*

*- LANDSCAPES ACTIVATE.*

Timing:



NONOV 10 2015

Production:

EPISODE #

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1034/238



# ADVENTURE TIME

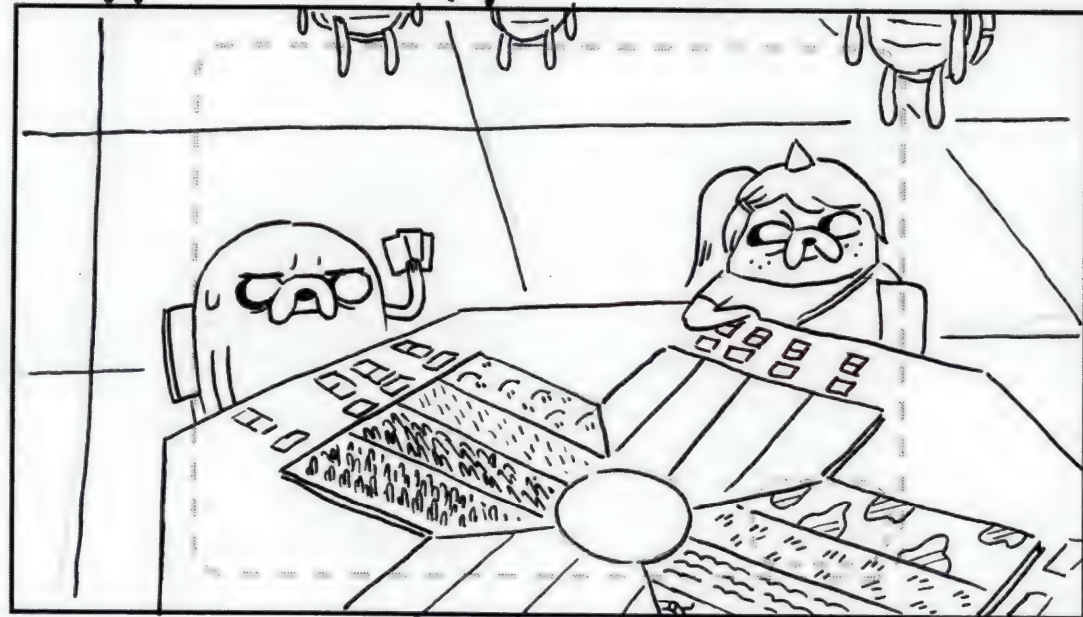


Sc. **99**

Pnl. **A**

Bg.

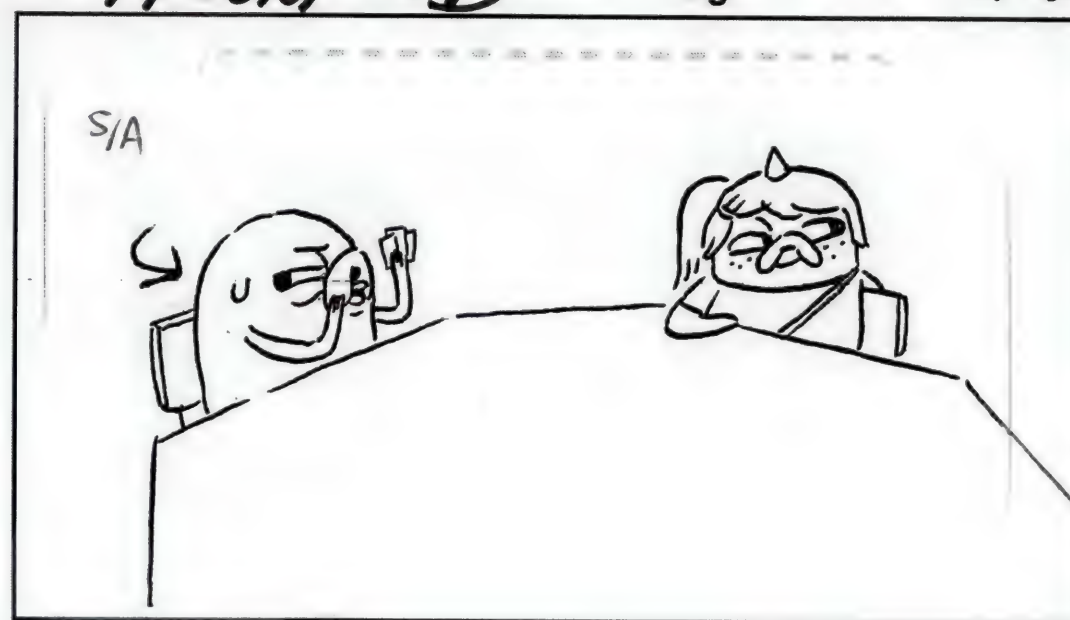
day night



Sc. **99 CONT** Pnl. **B**

Bg.

Page **168**  
day night



Dialog:

① (QUIET) FOLLOW MY LEAD, CHUCK.

Action:

-J. TURNS TOWARDS CHARLIE.

Timing:

NOV 04 2015

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Production:

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# ADVENTURE TIME



Sc.

99 cont Pnl. C

Bg.

day night

Sc.

100

Pnl.

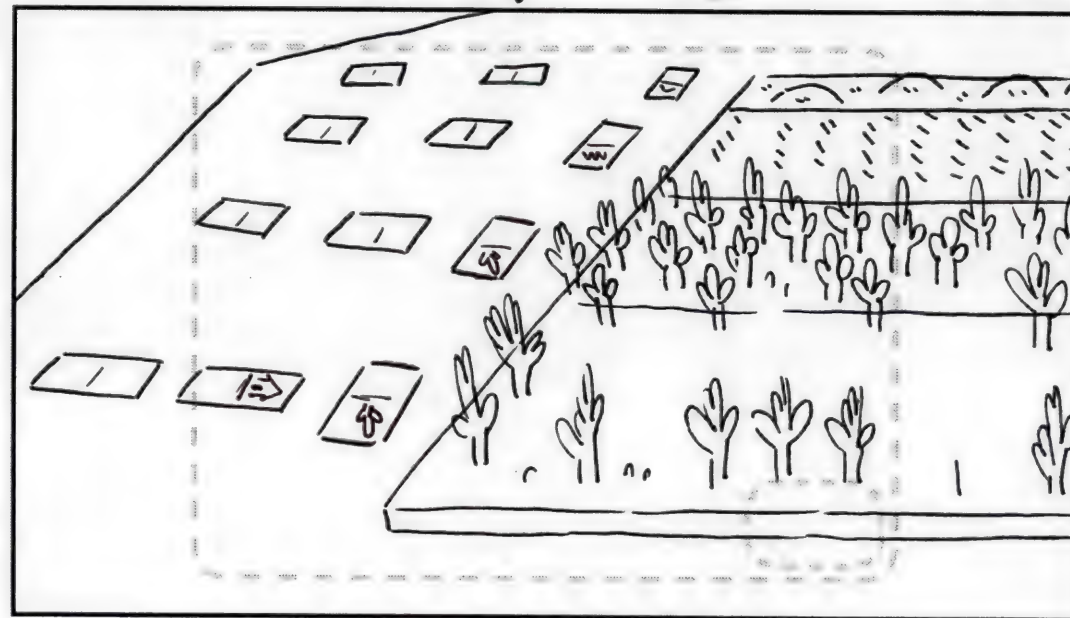
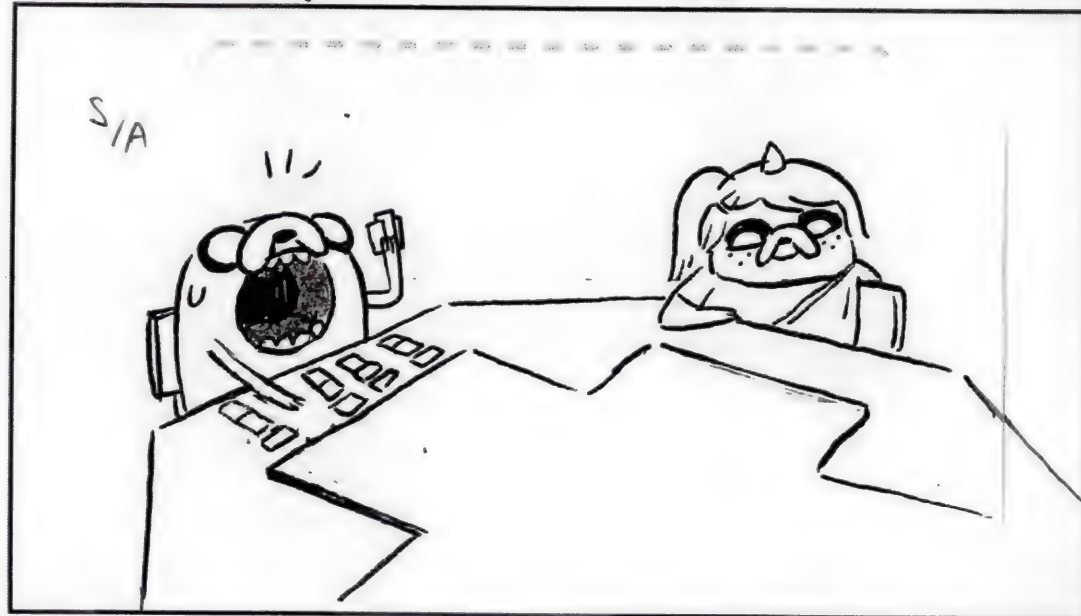
A

Bg.

Page

169

day night



Dialog:

① I FLOOP THE HAY BARN ...

Action:

Timing:

NOV 4 2015

EPISODE #

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Production:

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1034/238



# ADVENTURE TIME

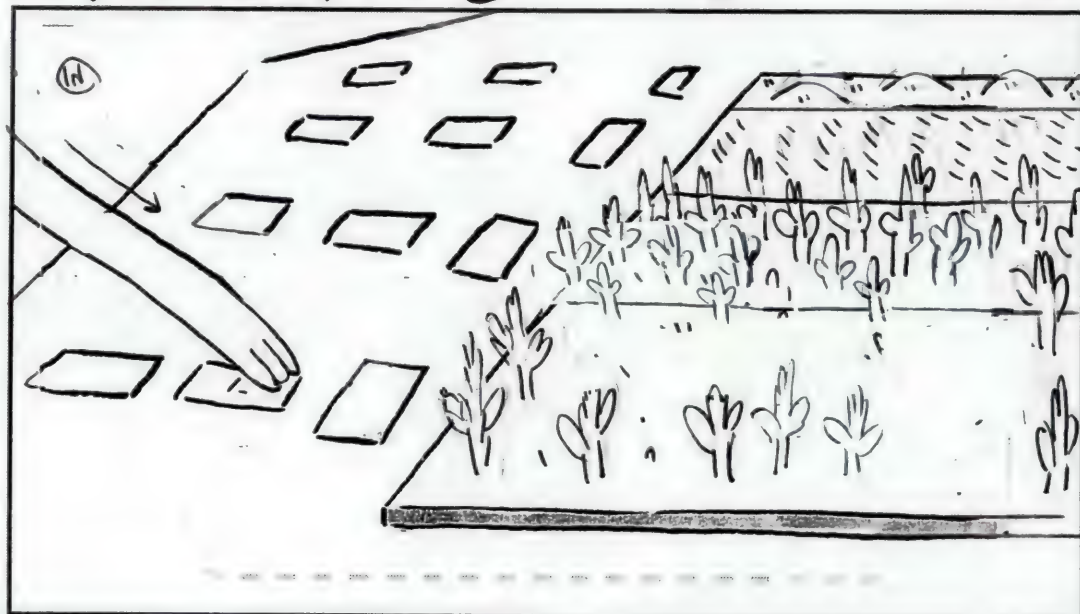


Page 170

Sc. 100 cont Pnl. B

Bg.

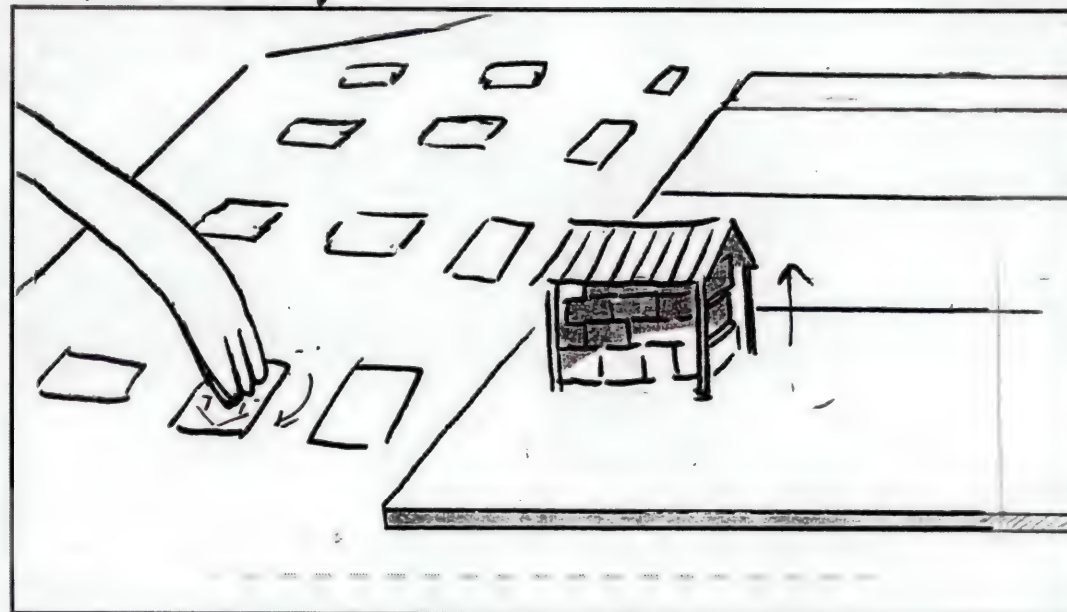
day night



Sc. 100 cont Pnl. C

Bg.

day night



Dialog:

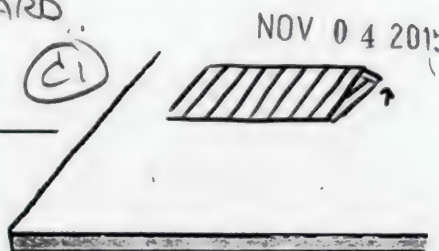
(J) AND I ATTACK WITH --

Action:

-- J'S HAND COMES ON/S.

-J. FLOOPS HAY BARN CARD

Timing:



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EPISODE #

1034/238

Production:

1034/238

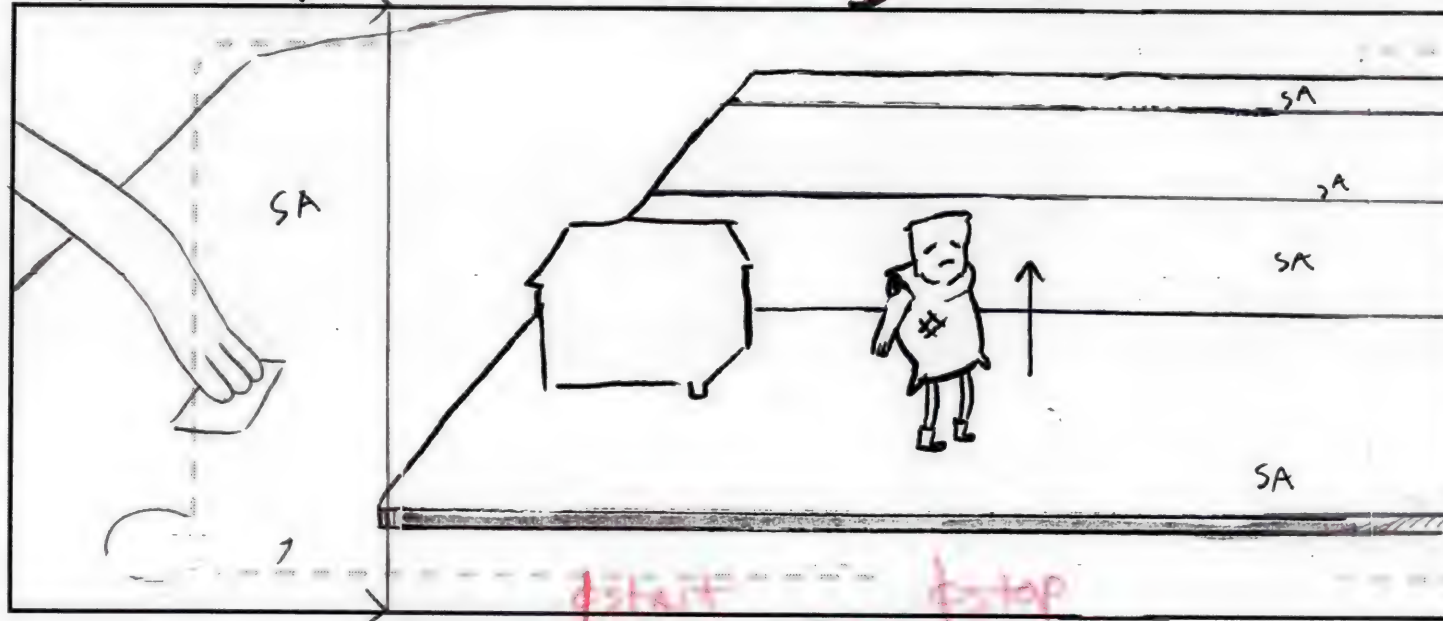
# ADVENTURE TIME



Page **171**

Sc. **100 cont**

Bg. **D** day night



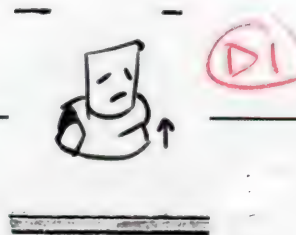
Dialog:

① (0/5) **FEED MAN!** SFX: \* VOOP \*

Action:

-FEED MAN RISES OUT  
OF GAMEBOARD.

Timing:



NOV 04 2015

EPISODE # **1034-238**

**1034/238**

Production:

**1034/238**



# ADVENTURE TIME



Sc. *100 cont* Pnl. *E*

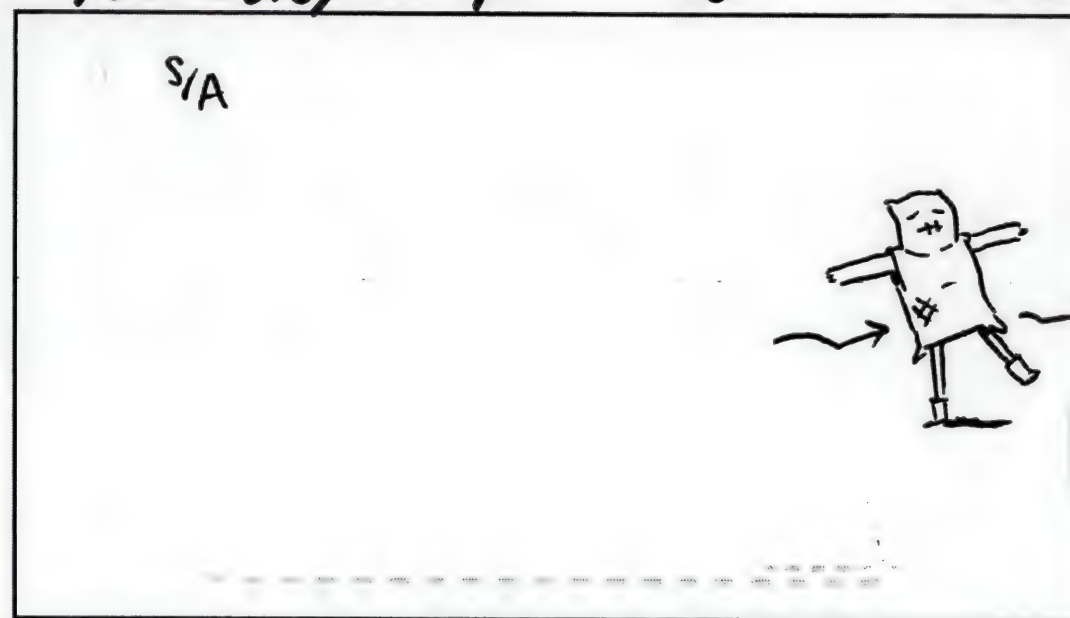
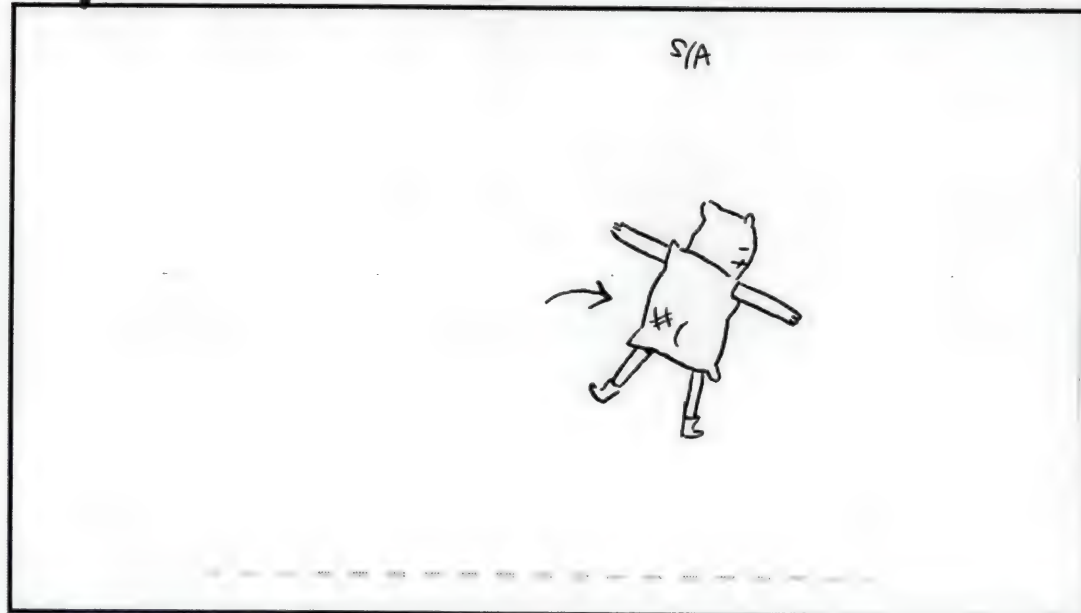
Bg.

day night

Sc. *100 cont* Pnl. *F*

Bg.

Page *172*  
day night



Dialog:

R: A solid move from the veteran Jake

Action:

-FEED MAN WOBBLES OFF/S.

NOV 04 2015

Timing:

EPISODE #

Production:

1034-238

1034/238

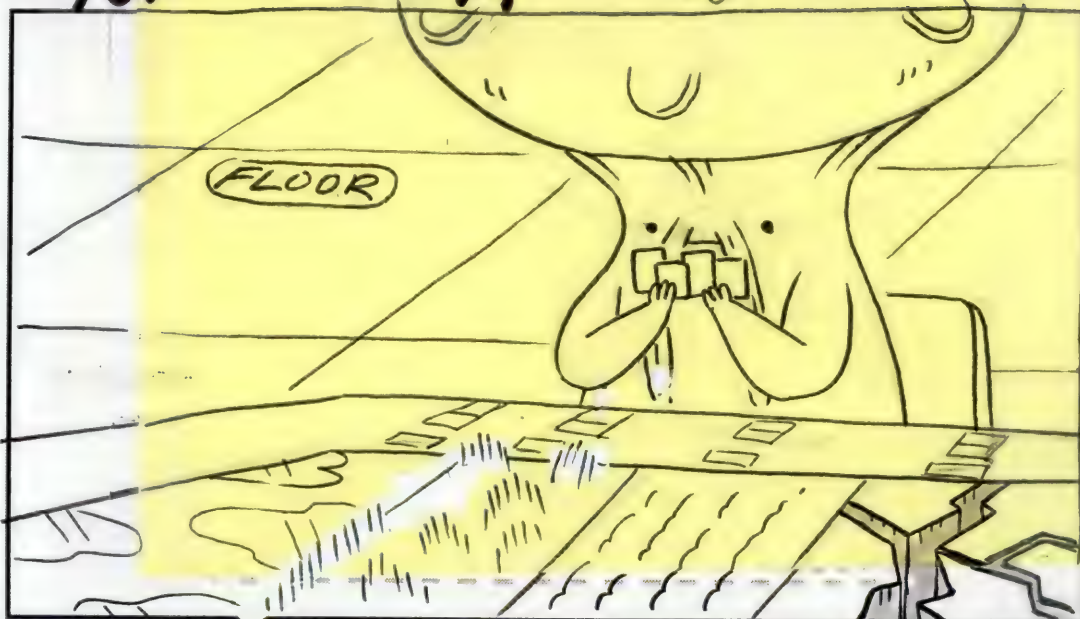
1034/238

1034/238

Sc. **101**

Pnl. **A**

Bg.



Sc. **101 cont**

Pnl. **B**

Ba.

day night



Page **178**

Dialog:

REGGIE : I CAST ...

R : BEAN BALL BOMBA

Action:

- REGGIE HOLDS UP CARD

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Timing:

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Production:

1034/238



# ADVENTURE TIME



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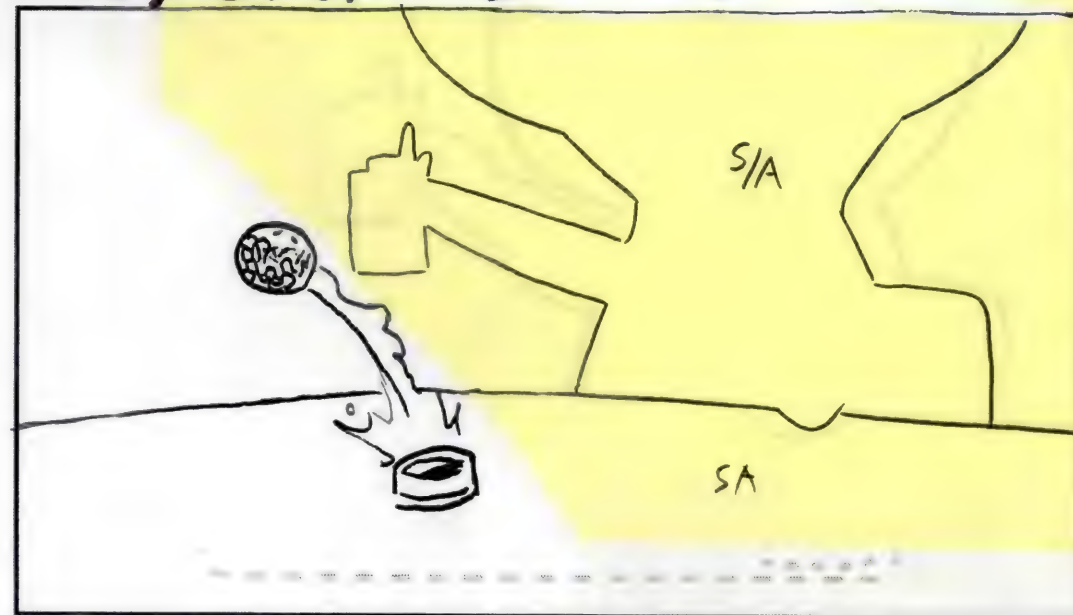
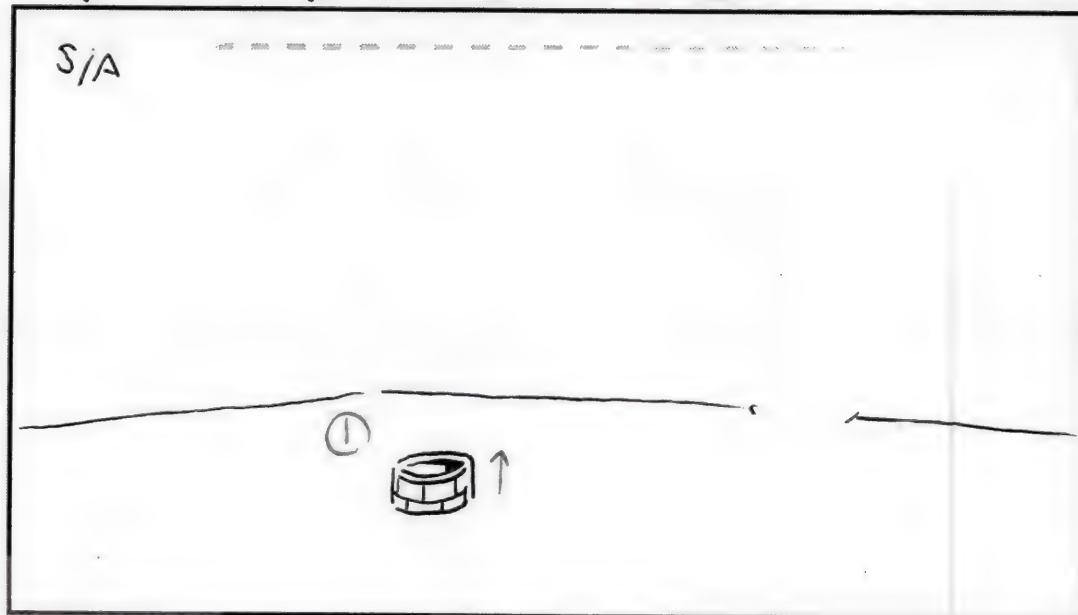
Sc. 101 CONT Pnl. C

Bg.

day night

Sc. 101 CONT Pnl. D

Bg.



Dialog:

SFX:

\* VOOP \*

(D)



SFX:

\* POOM! \*

R/ BEAN BALL!

Action:

- CANNON BARREL RISES FROM BOARD.

- CANNON FIRES.

NOV 04 2015

Timing:

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EPISODE #

1034/238

Production:

1034/238A

1034/238

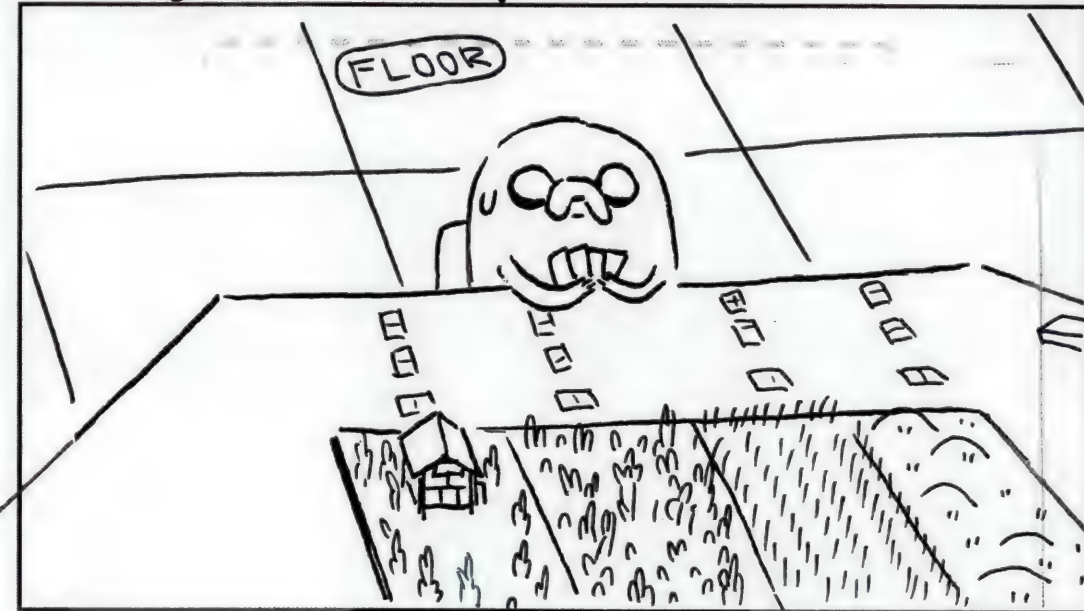
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# ADVENTURE TIME



Page 175

Sc. 102 Pnl. A Bg. day night



Sc. 102 CONT Pnl. B Bg. day night



Dialog:

J: BEAN BALL?

SFX: \* WHISTLING \*

Action:

- BEANBALL FLIES OVS.

NOV 04 2015

Timing:

EPISODE #

Production:

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1034/238



# ADVENTURE TIME



Page 176

Sc. 102 cont Pnl. C

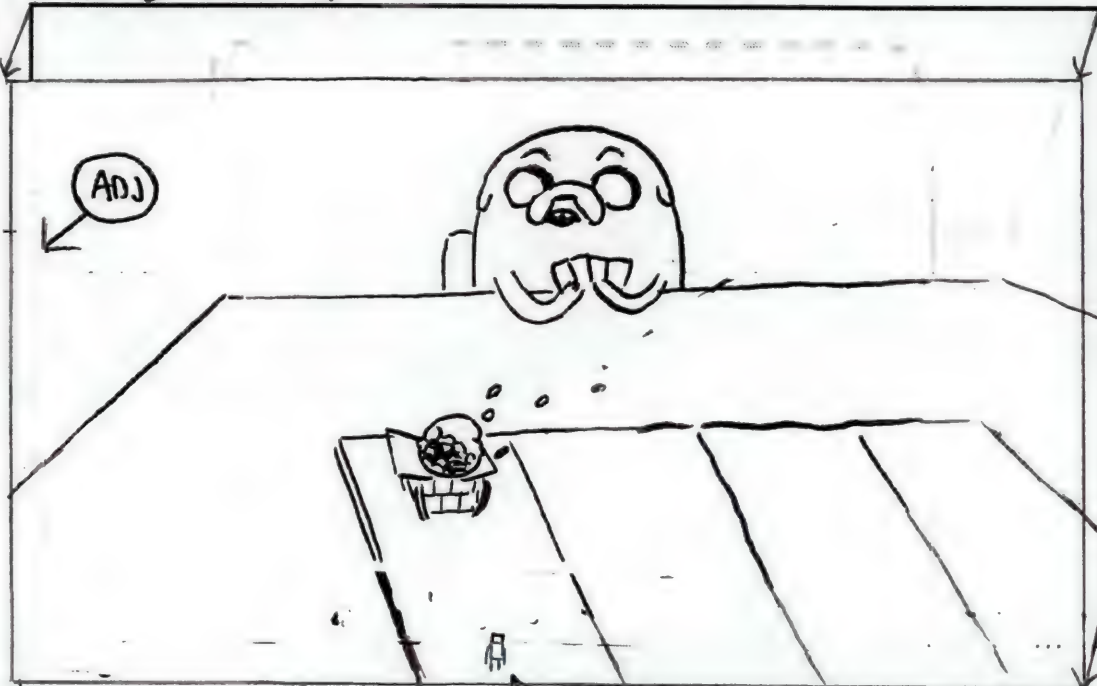
Bg.

day night

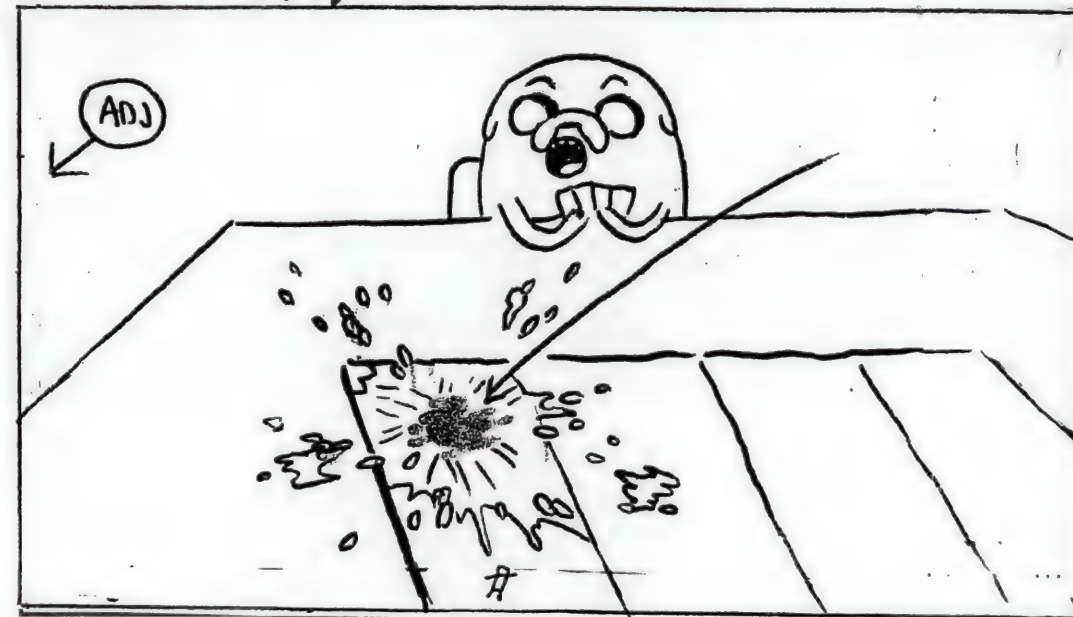
Sc. 102 cont Pnl. D

Bg.

day night



DETAIL: FEED MAN



SFX: **SPLAT!**

Action:

-ADJ. w/ BALL.

-BALL DEMOLISHES HAY BARN.

NOV 04 2015

Timing:

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EPISODE #

1034/238

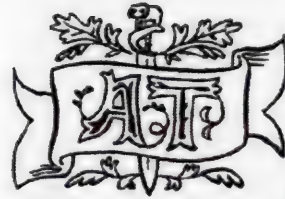
Production:

1034/238

1034/238

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# ADVENTURE TIME



Page 177

Sc. 103

Pnl. A

Bg.

day night

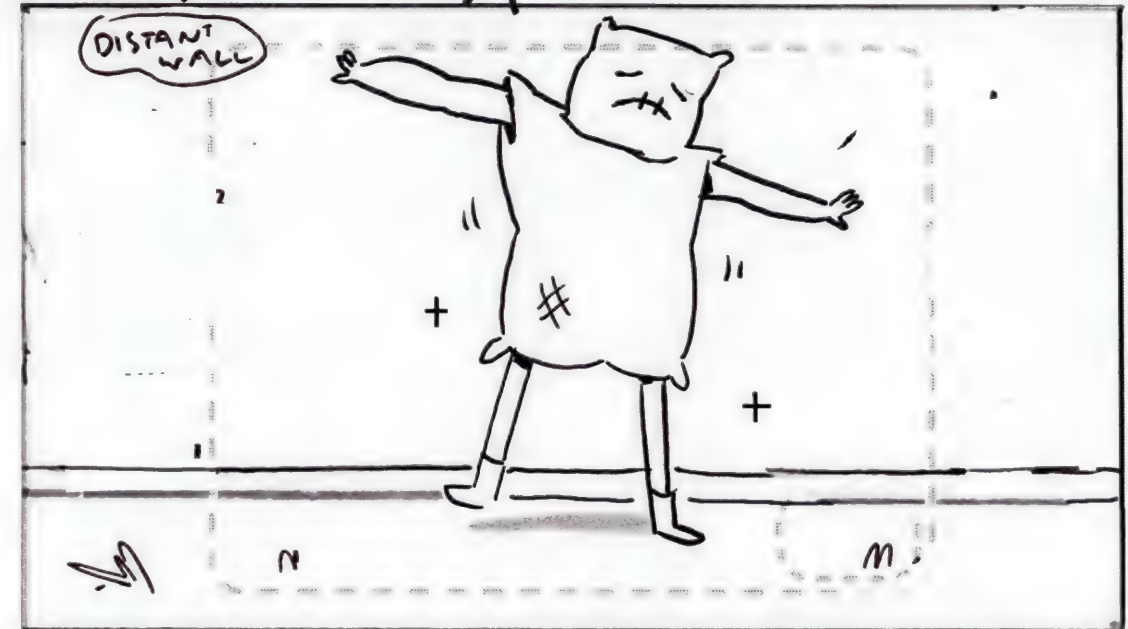


Sc. 104

Pnl. A

Bg.

day night

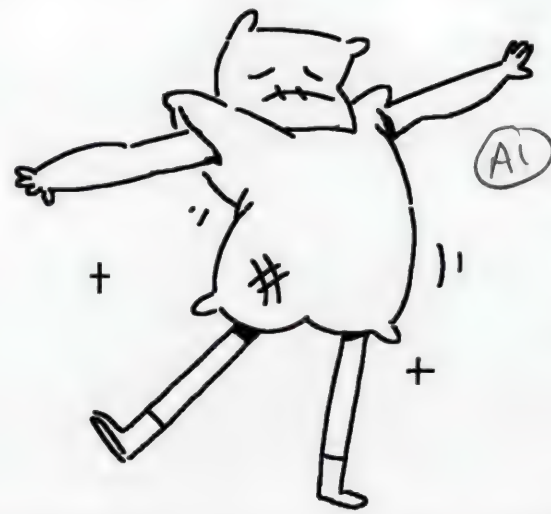


Dialog:

Truck  
30

Action:

Timing:



-FEEDMAN HOBBLES

NOV 04 2015

CYCLE ①, ②, ①, ②

1034-238

EPISODE #

1034/238

Production:

1034/238



# ADVENTURE TIME

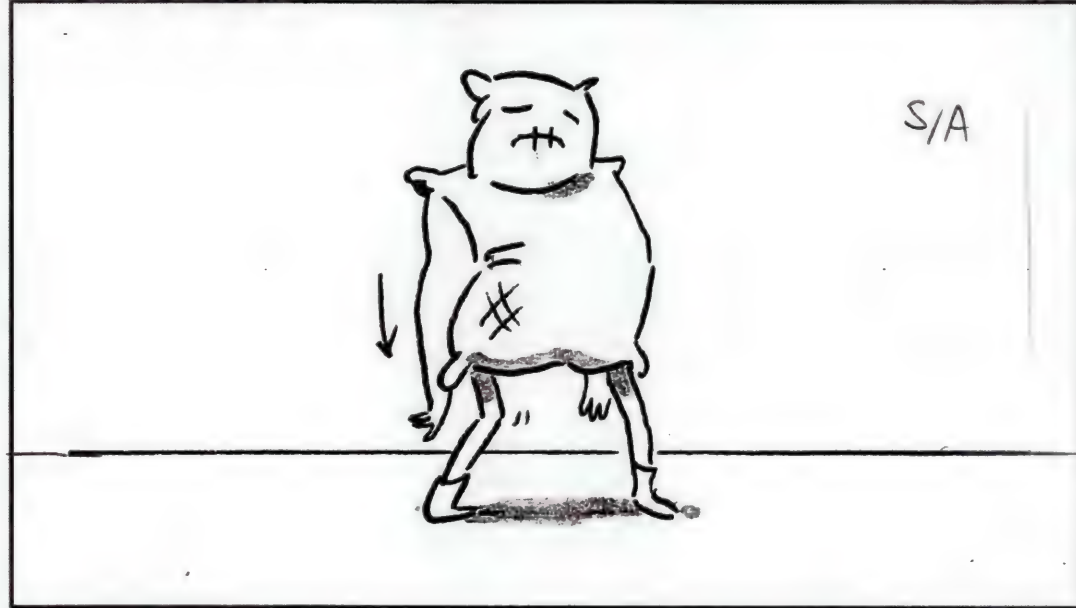


Page 178

Sc. 104 cont Pnl. B

Bg.

day night



Sc. 104 cont Pnl. C

Bg.

day night



Dialog:

TA: <sup>(015)</sup> FEED MAN'S POWER  
SOURCE IS GONE!

SFX: \* POWERING DOWN \*

Action:

- FEED MAN WOBBLER

- FEED MAN COLLAPSES

NOV 04 2015

Timing:

- ANIMATE THROUGH POSE

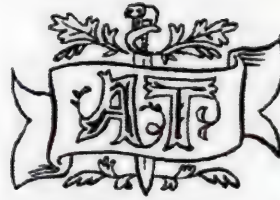


EPISODE # 1034-238

1034/238

1034/238

# ADVENTURE TIME



Sc. **104cont** Pnl. **D**

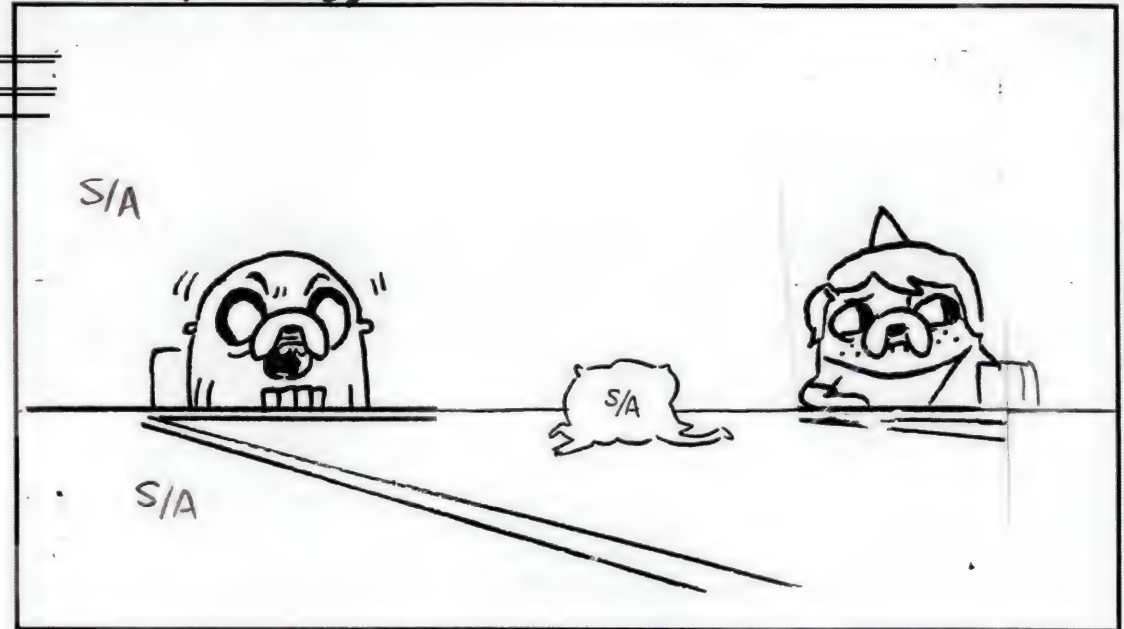
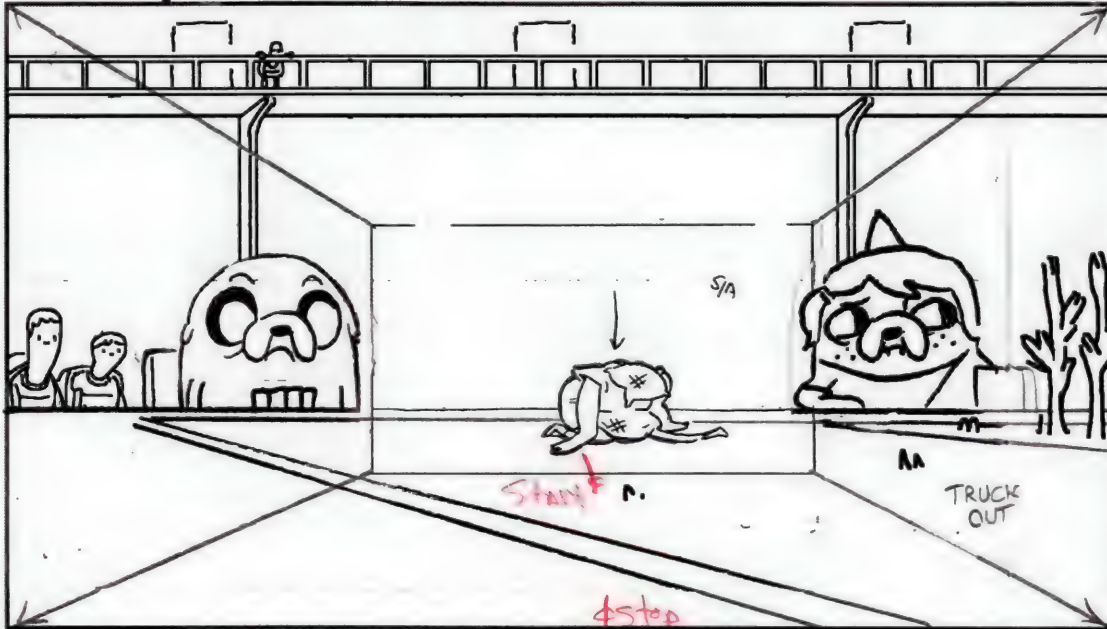
Bg.

day night

Sc. **104cont** Pnl. **E**

Bg.

day night



Dialog:

(J) NO NO NO! --

Action:

-TRUCK OUT To INCLUDE J + C.

-J. GETS INCREASINGLY IRATE.

NOV 4 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238



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# ADVENTURE TIME



Page 180

Sc. 104cont Pnl. F

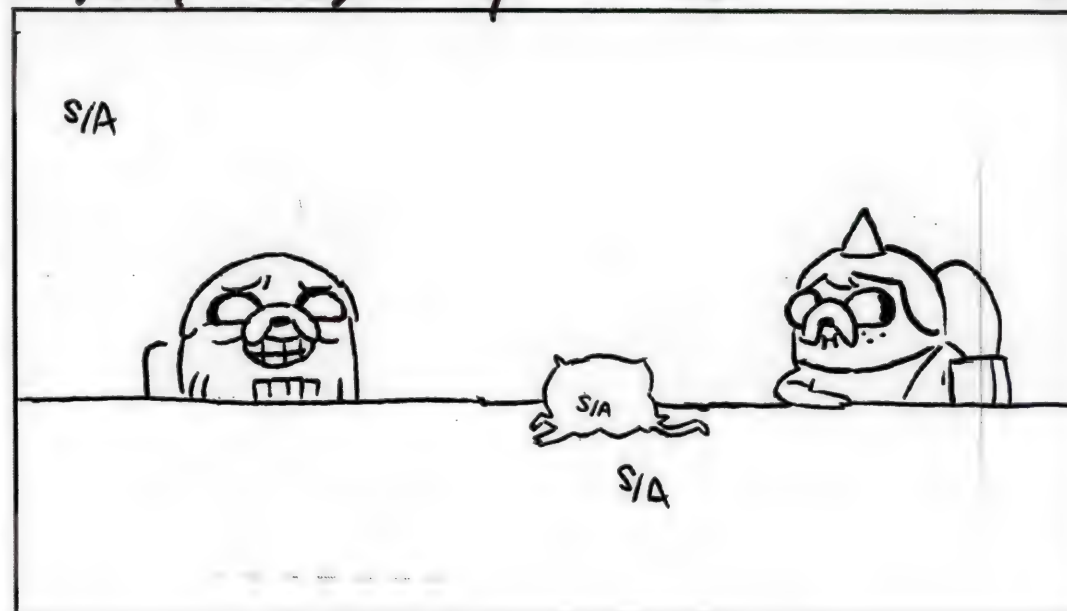
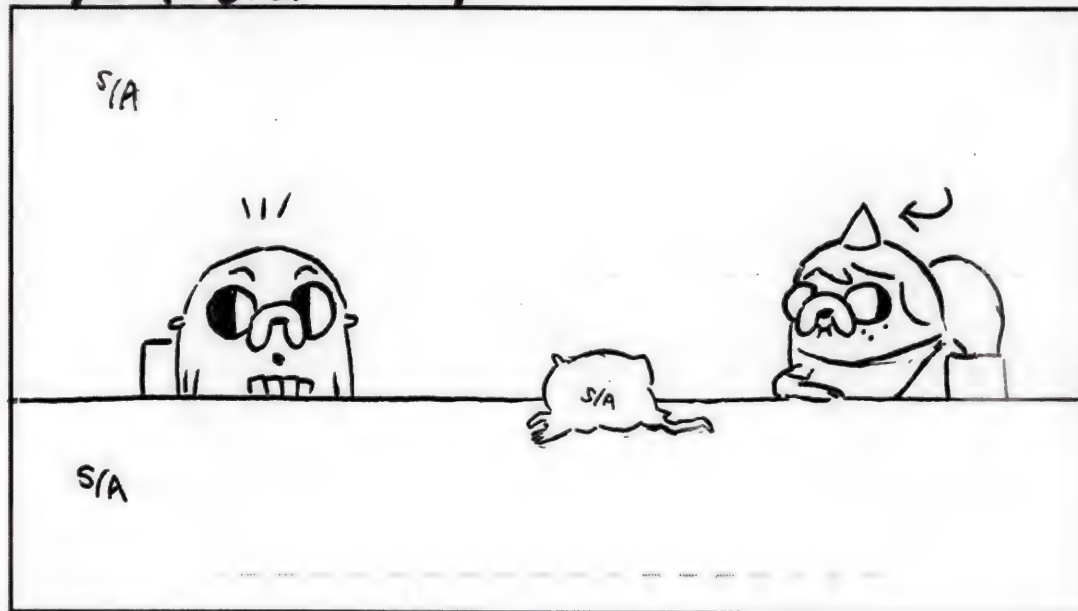
Bg.

day night

Sc. 104cont Pnl. G

Bg.

day night



Dialog:

① NO ---

① NO BIG DEAL.

Action:

-J. NOTICES CHARLIE WATCHING HIM.

-J. CATCHES HIMSELF.

NOV 04 2015

Timing:

EPISODE # 1034-238

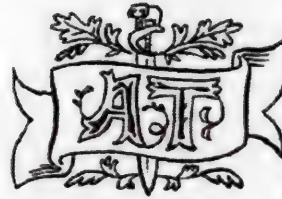
Production:

1034/238

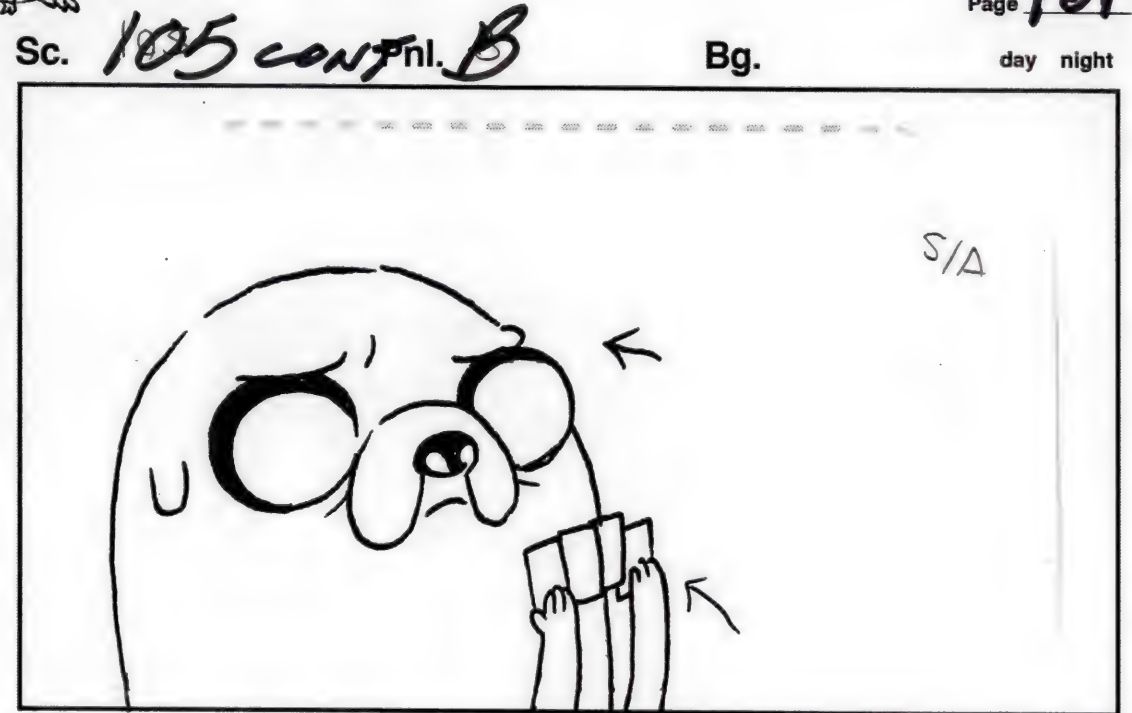
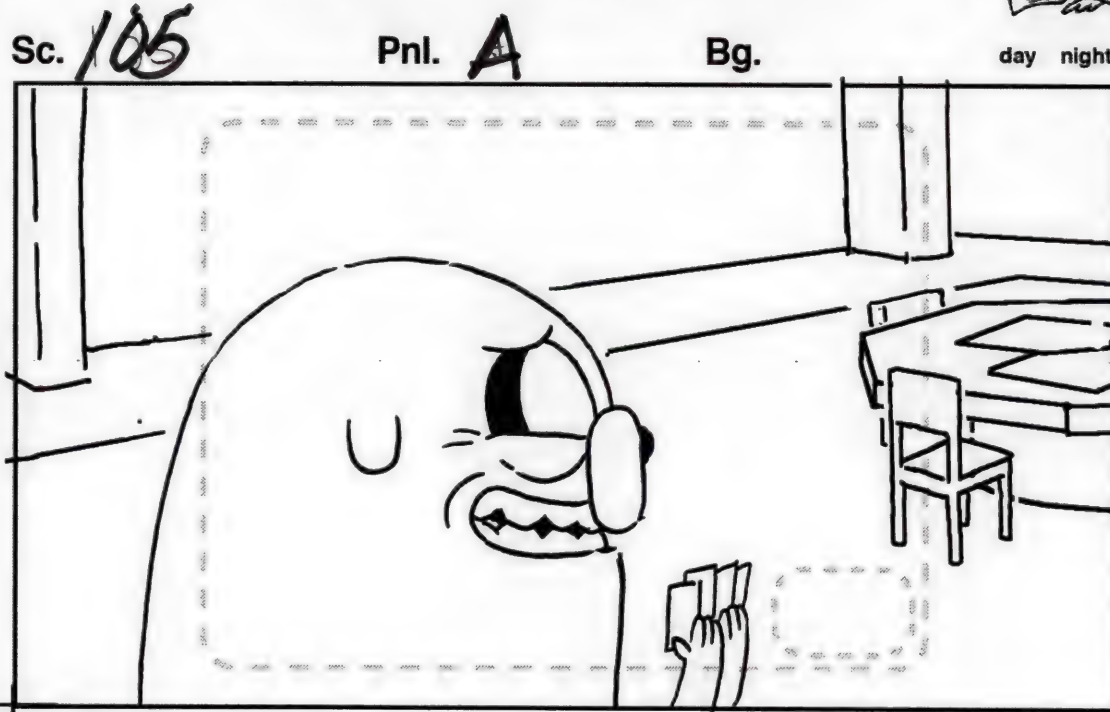
1034/238

1034/238

# ADVENTURE TIME



Page **181**  
day night



Dialog:

① [INHALE]

Action:

-J. STARES AT CARDS.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238



# ADVENTURE TIME



Page **182**

Sc. **105 CONT** Pnl. **C**

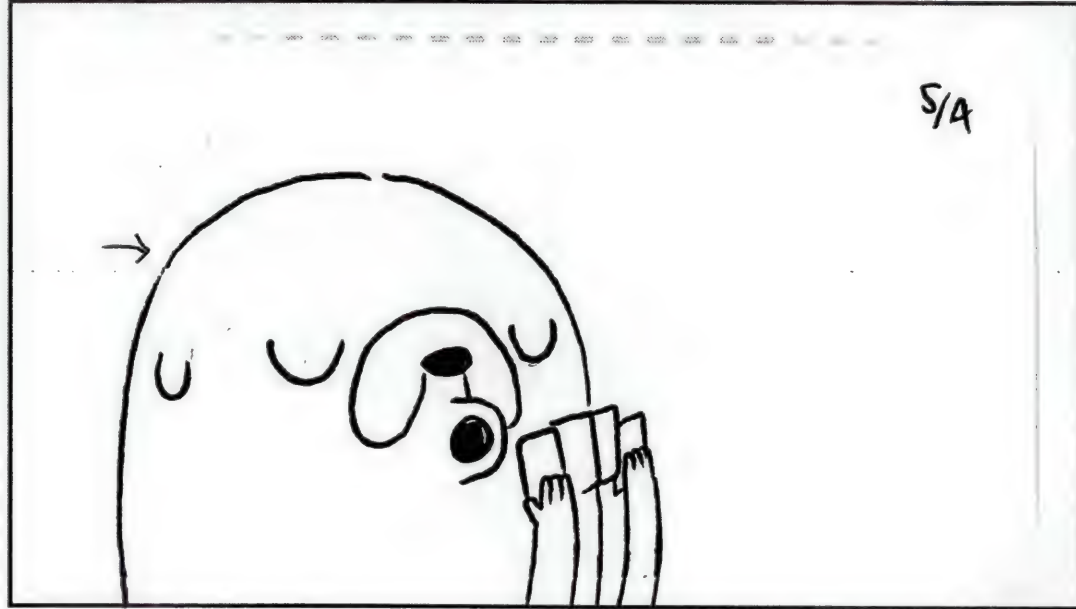
Bg.

day night

Sc. **105 CONT** Pnl. **D**

Bg.

day night



Dialog:

① (UNDER BREATH) DIGNIFIED...

② OK, YOUR TURN SWEETIE

Action:

-J. RECENTERS HIMSELF.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

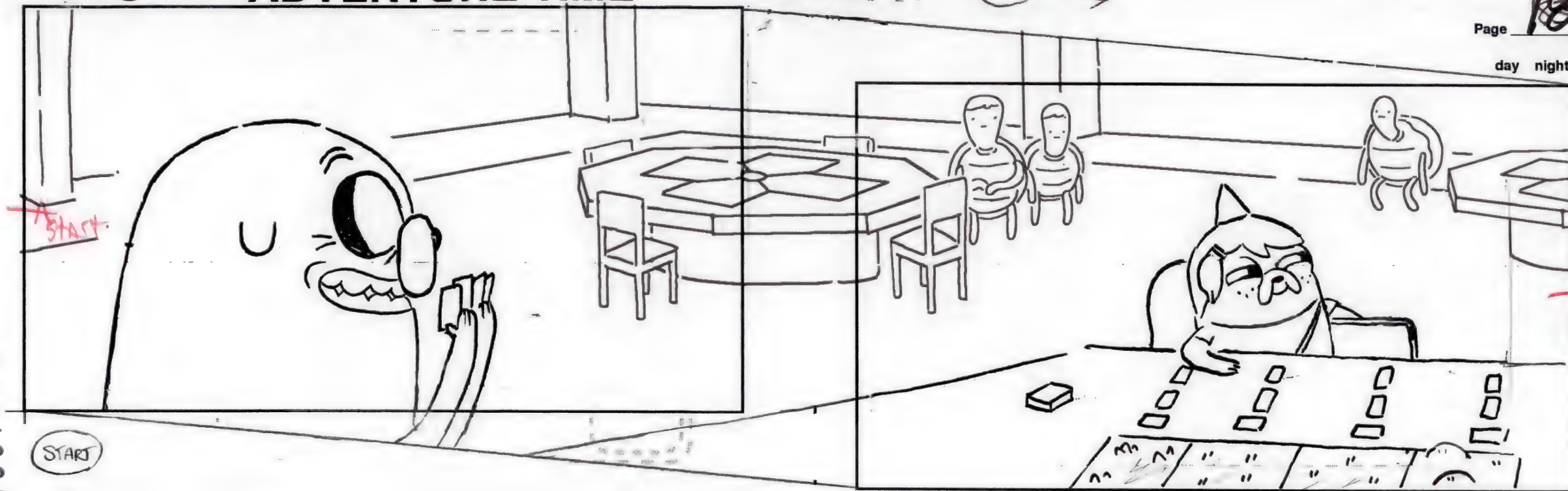
1034/238

SC. 105 CONT ADVENTURE TIME



PAN →

Page 183  
day night



Dialog:

Action:

- PAN RIGHT TO CHARLIE.

NOV 04 2015

Timing:

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1034/238

Production:

1034/238



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# ADVENTURE TIME

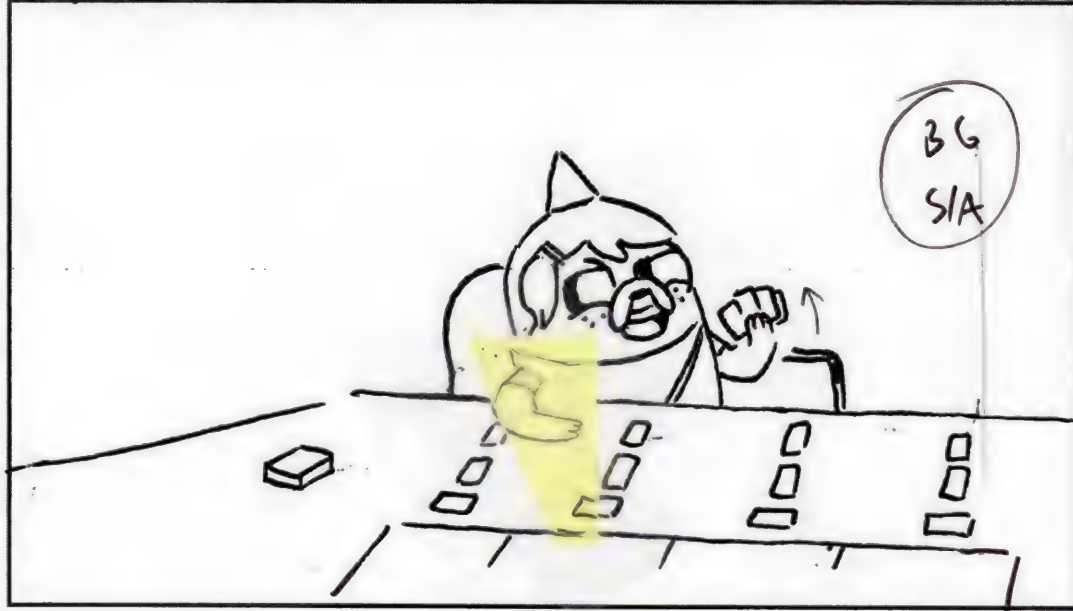


Page **184**

Sc. **105 CONT** Pnl. **F**

Bg.

day night



Sc. **105 CONT** Pnl. **G**

Bg.

day night

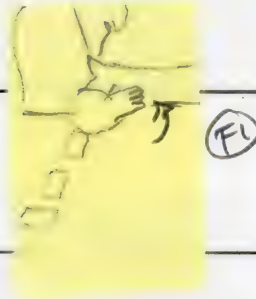


Dialog:

(C) HOKAY ...

SFX: \*FWIP\*

Action:



- CARD FLIES UP FROM DECK TO CHARLIE'S HAND.

NOV 04 201

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

# ADVENTURE TIME



Page **185**

Sc. **105 cont** Pnl. **H**

Bg.

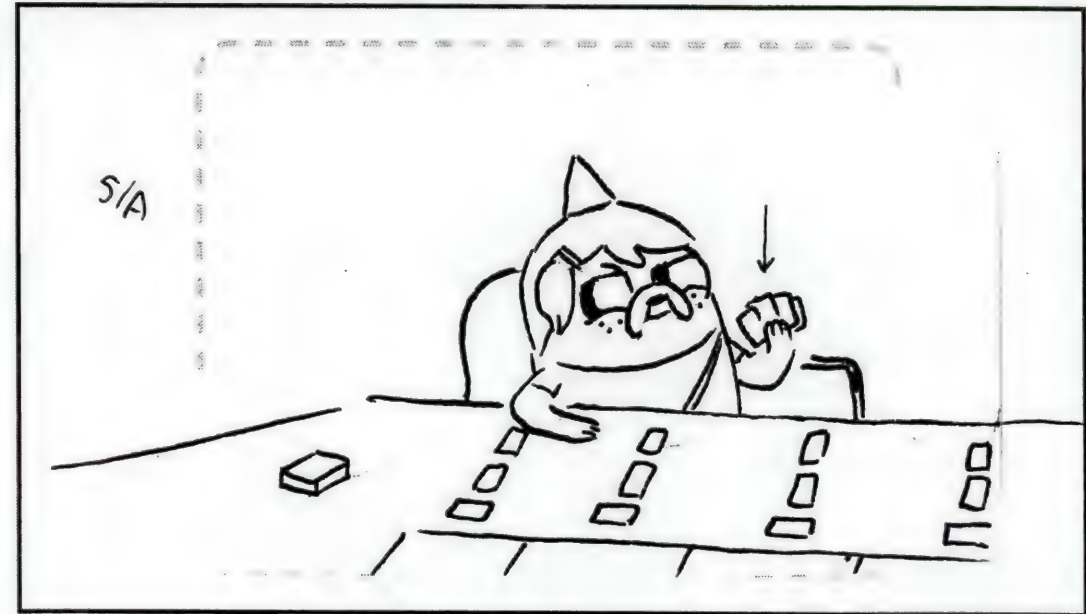
day night



Sc. **105 cont** Pnl. **I**

Bg.

day night



Dialog:

© I plaaaay--

Action:

-C. SHUFFLES CARDS  
WITH ONE HAND.

Timing:



NOV 04 2015

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EPISODE #

1034/238

Production:

1034/238



1034/238

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# ADVENTURE TIME



Page 186

Sc. 105 cont Pnl. J

Bg.

day night

Sc. 105 cont Pnl. K

Bg.

day night



Dialog:

Ⓒ THIS ONE .

Ⓙ

Action:

Timing:



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EPISODE #

1034/238

Production:

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# ADVENTURE TIME



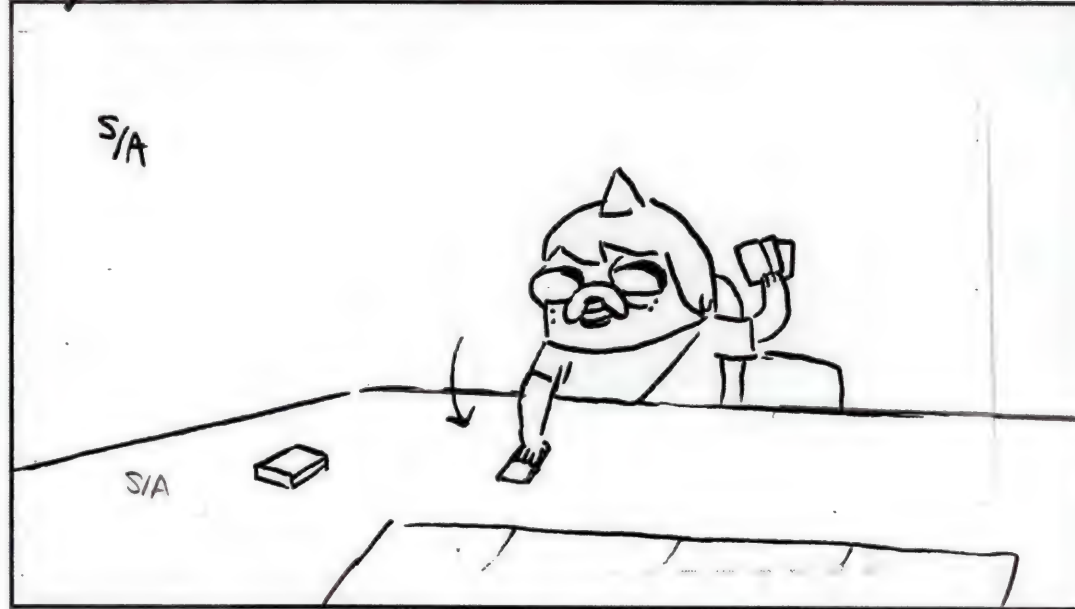
NO SC  
106

Page **187**  
NO PG-188  
day night

Sc. **105 cont** Pnl. **L**

Bg.

day night



Sc. **105 cont** Pnl. **M**

Bg.



Dialog:

Action:

- C. LAUGHS AT WORD AS SHE  
SETS DOWN CARD, /

- C. TURNS CARD.

- WEEVIL APPEARS UP  
THROUGH BOARD.

Timing:

DETAIL :

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1034/238



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1034/238

# ADVENTURE TIME

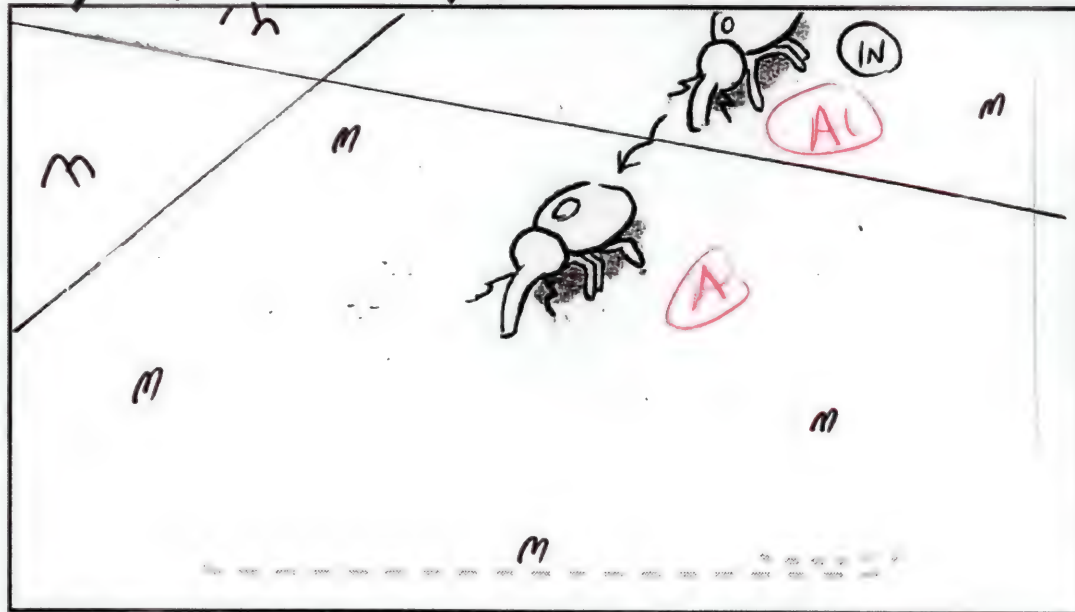


Sc. 107

Pnl. A

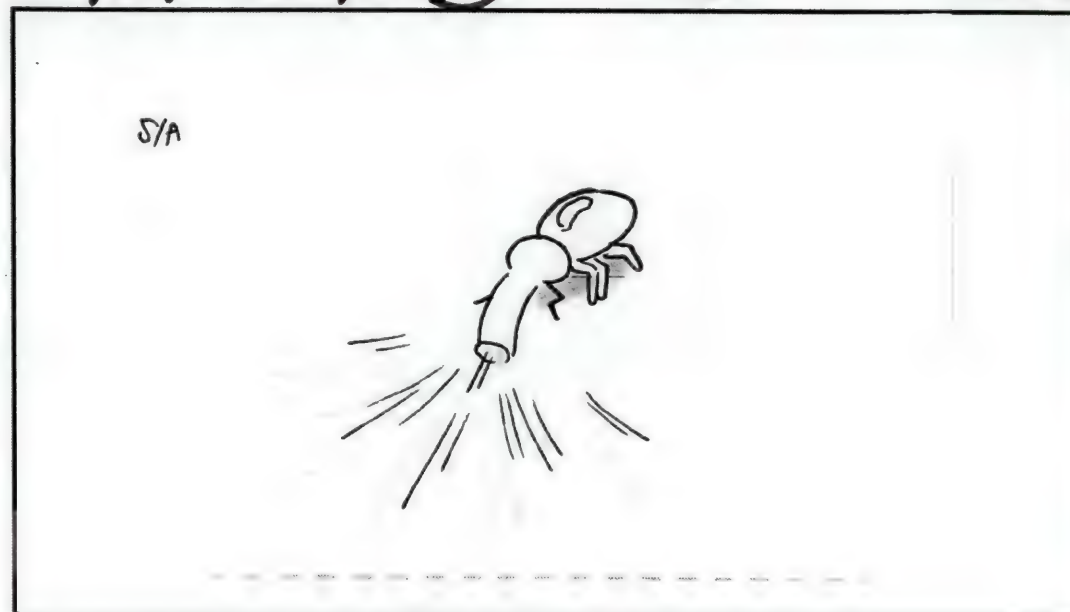
Bg.

day night



Sc. 107 cont Pnl. B

Bg.



Page 189  
189A NEXT

Dialog:

SFX: \*SKITTER \*  
(O.S.) (C) HA HA- "FLOOP"

Action:

- G. WEEVIL SKITTERS ACROSS  
CENTER LINE.

SFX: \* VRRRRR \*

- G. WEEVIL SUCKS UP WHEAT

NOV 4 2015

Timing:

EPISODE #

1034-238

1034/238

Production:

1034/238

# ADVENTURE TIME

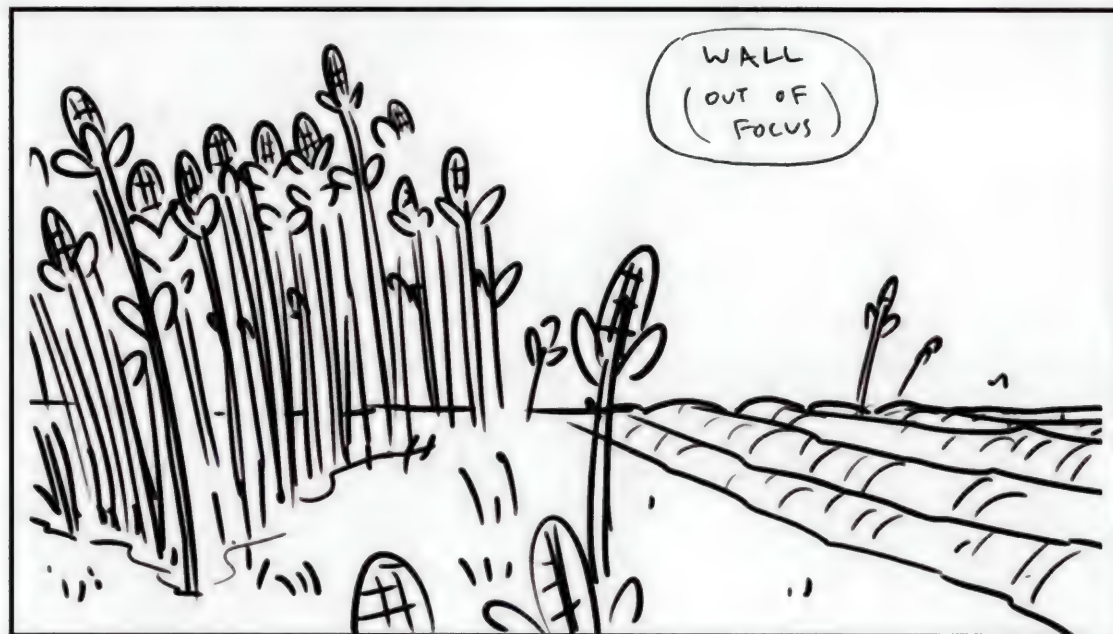


Sc. 107A

Pnl. A

Bg.

day night

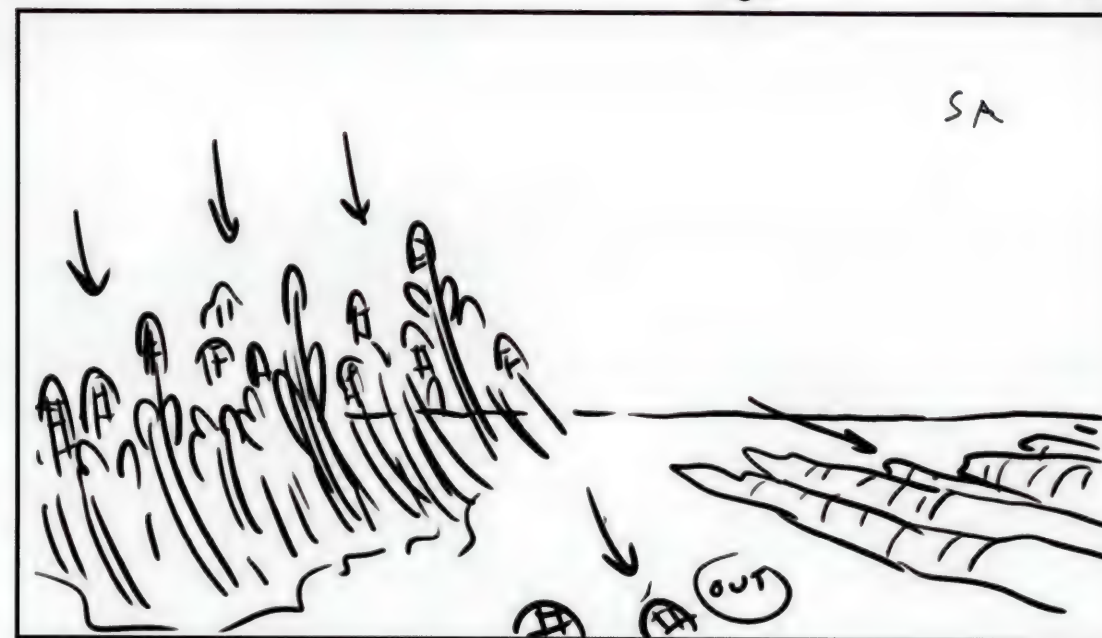


Sc. 107A *cont* Pnl. B

Bg.

Page 189A

day night



Dialog:

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

1034/238

1034/238

*189B NEXT*



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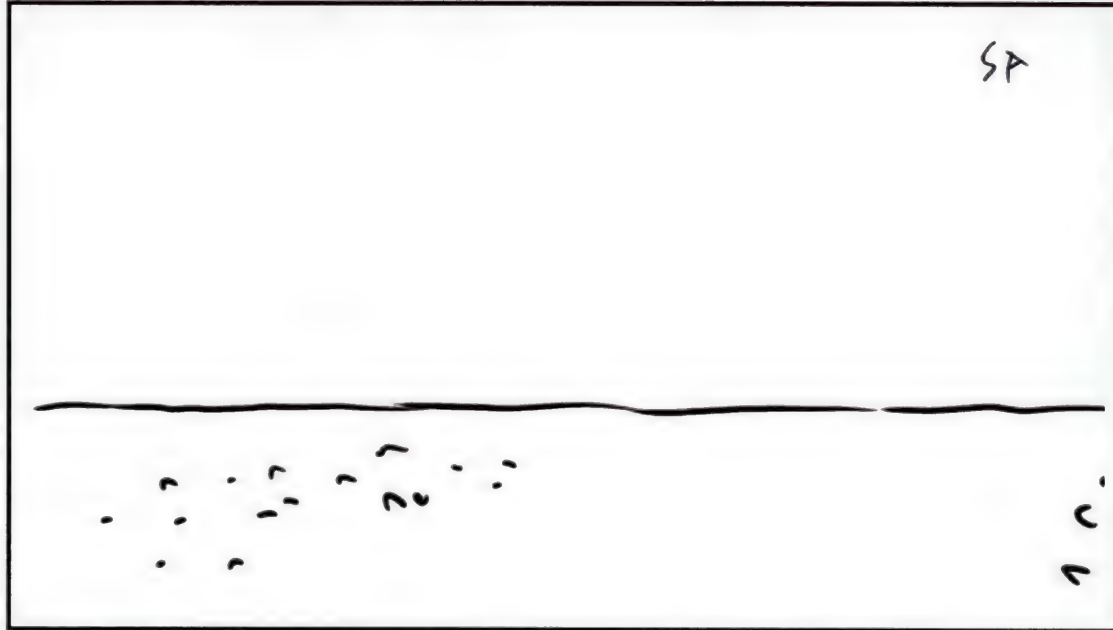
# ADVENTURE TIME



Sc. 107A *cont* Pnl. C

Bg.

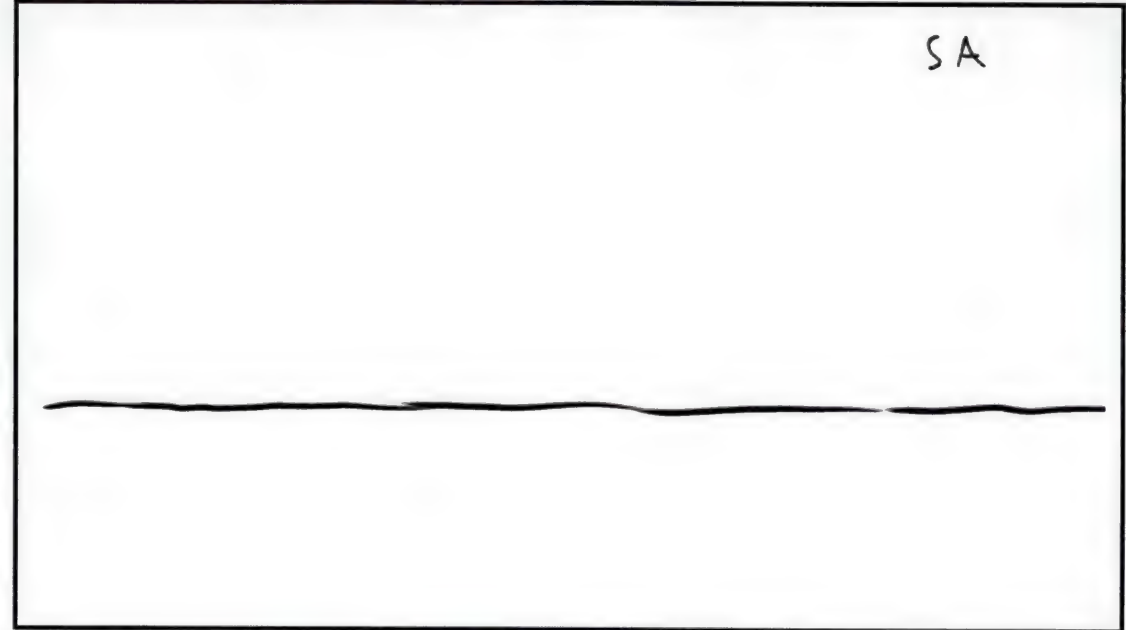
day night



Sc. 107A *cont* Pnl. D

Bg.

day night



Page 189B

*189C NEXT*

Dialog:

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

1034/238

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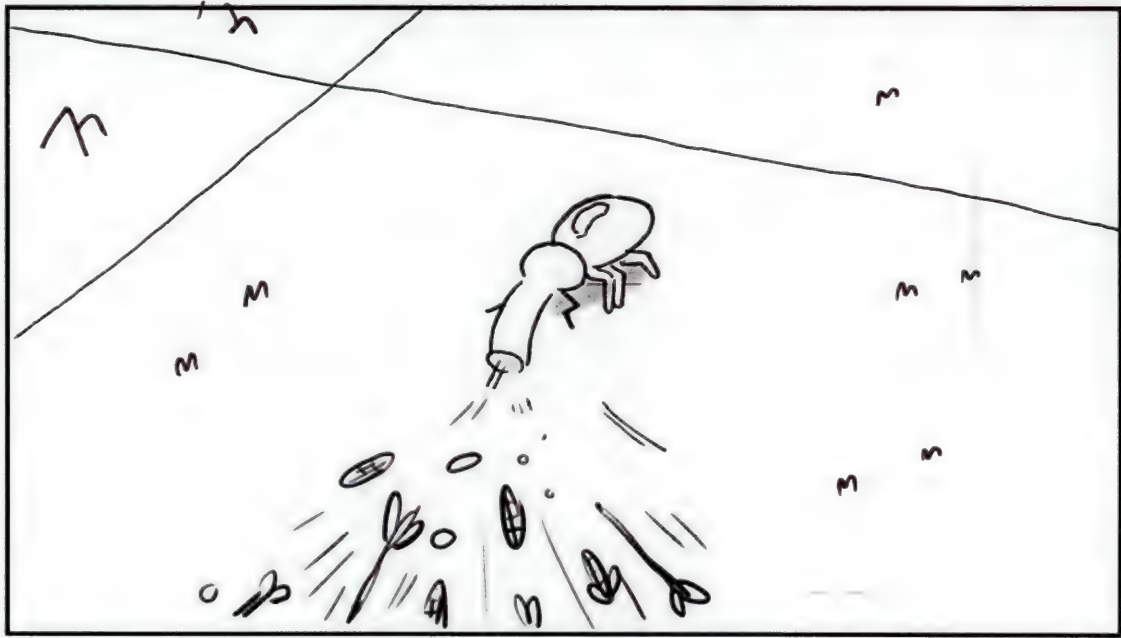


Sc. 107B

Pnl. A

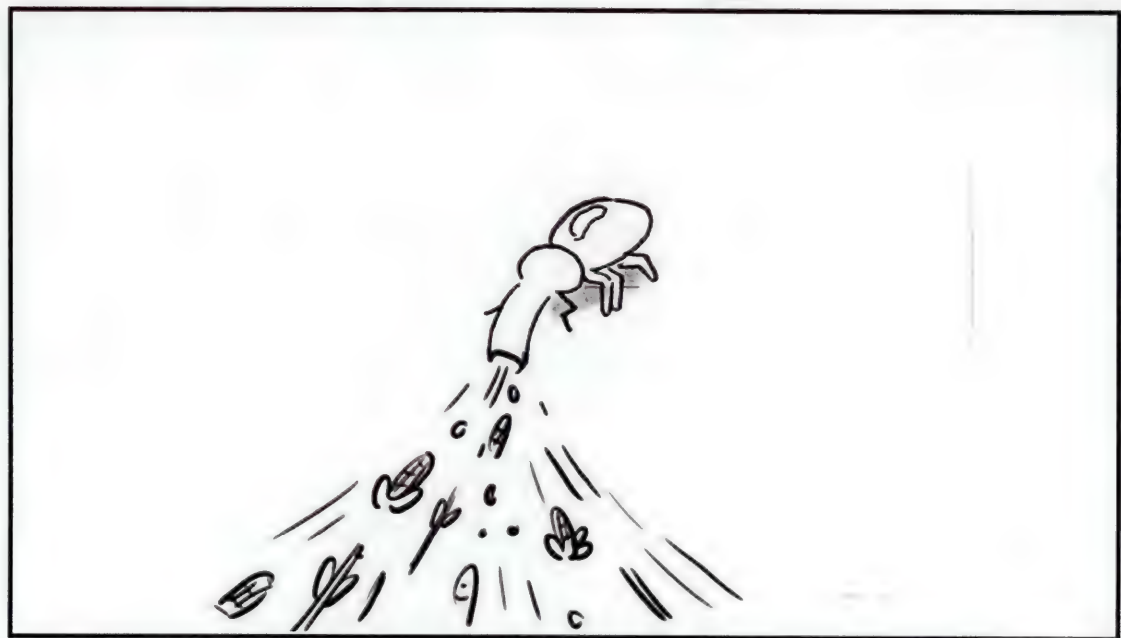
Bg.

day night



Sc. 107B *CONT* Pnl. B

Bg.



Page 189C

day night *190 NEXT*

Dialog:
Action:
Timing:

NOV 04 2015

EPISODE # 1034-238

Production:

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1034/238



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# ADVENTURE TIME



Page 190

Sc. 108

Pnl. A

Bg.

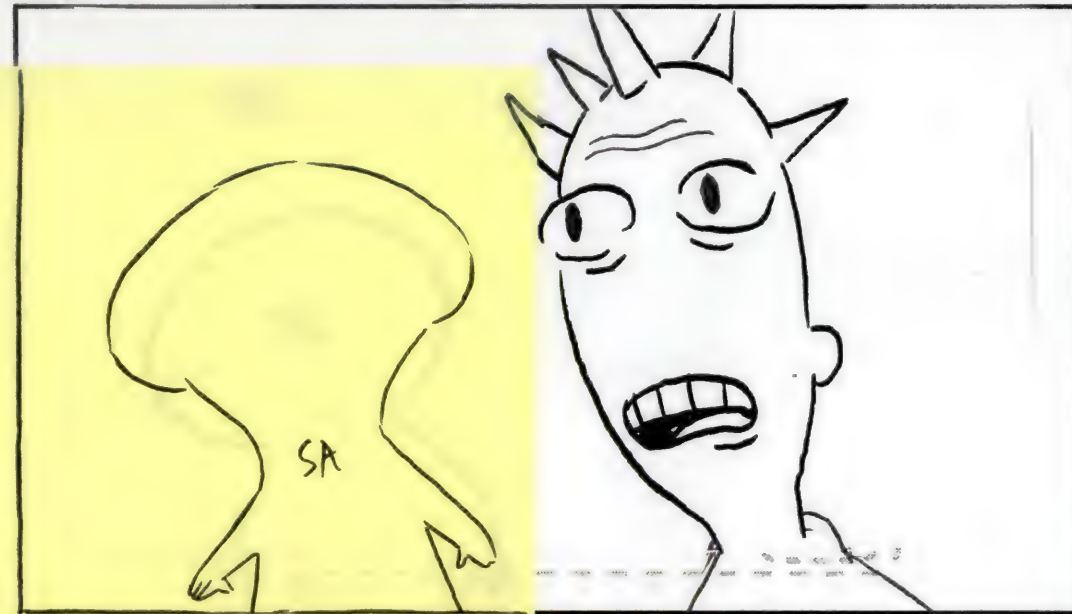
day night

Sc. 108 CONT

Pnl. B

Bg.

day night



Dialog:

PP: GRANARY WEEVIL!!

PP: ON YOUR FIRST DRAW?

Action:

Timing:

NOV 9 1 2015

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1034/238

Production:

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# ADVENTURE TIME



No Sc109

Page 191  
day night

Sc. 108 cont Pnl. C

Bg.

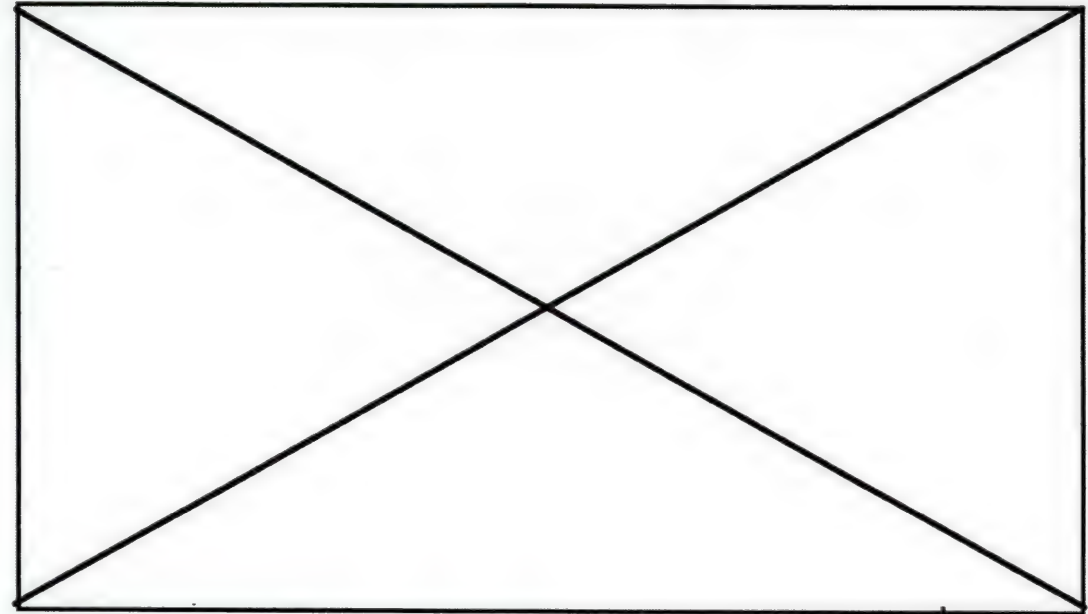
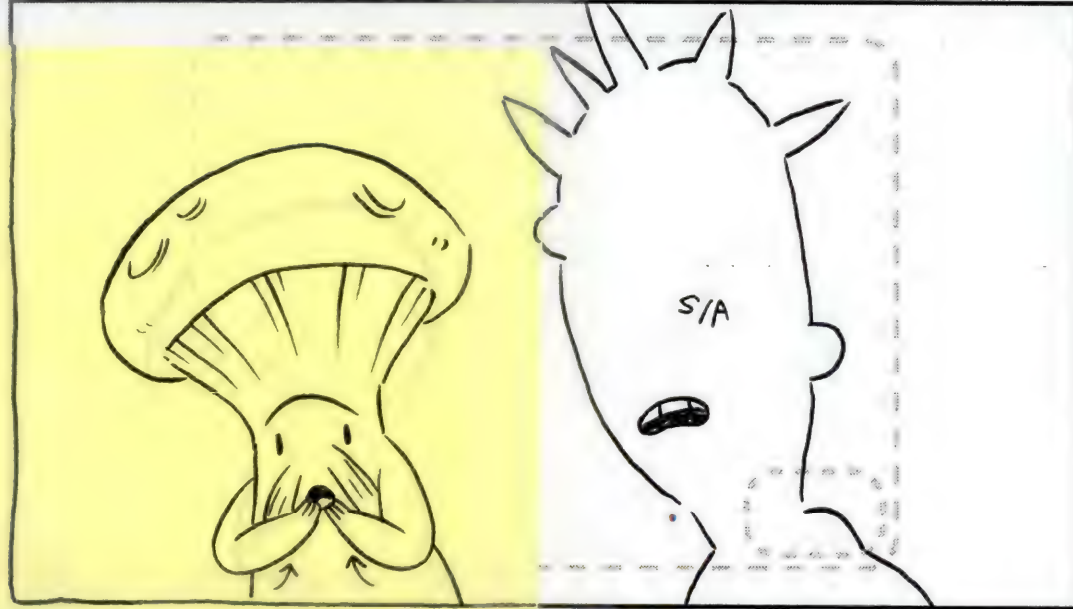
day night

Sc.

Pnl.

Bg.

day night



Dialog:

R: UNPRECEDENTED.

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

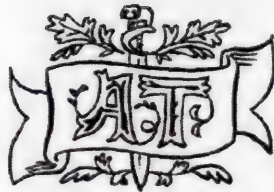
1034/238

1034/238



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 110 Pnl. A Bg. day night

Dialog:

(J) AND --

Action:

NOV 04 2015

Timing:

EPISODE # 1034-238

Production:

# ADVENTURE TIME



Page **193**

Sc. **110 cont** Pnl. **B**

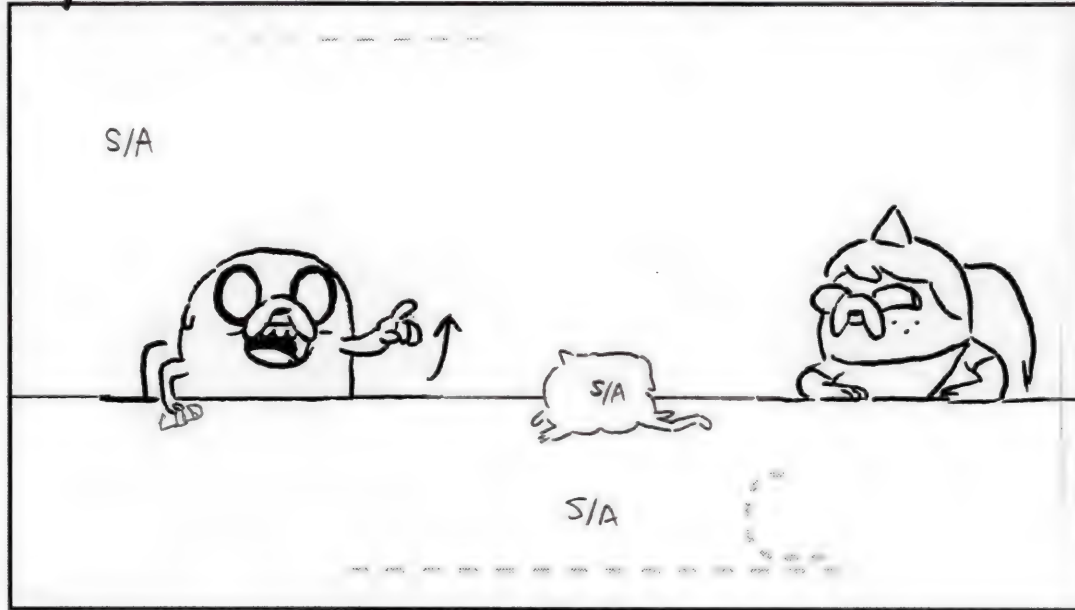
Bg.

day night

Sc. **110 cont** Pnl. **C**

Bg.

day night



Dialog:

① COMBINED WITH A DOWNED  
FEED MAN - THAT MEANS --

SFX:

**POOM!**

Action:

**S/A**  
**B** → Finn?  
**B** → arm point  
Down

- COLUMN of LIGHT EXPLODES UPWARD.  
NOV 04 2015

Timing:

EPISODE # **1034-238**

Production:

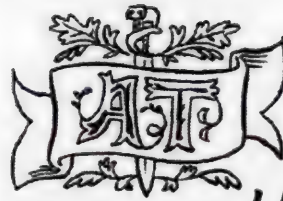
**1034/238**

**1034/238**

**1034/238**



# ADVENTURE TIME



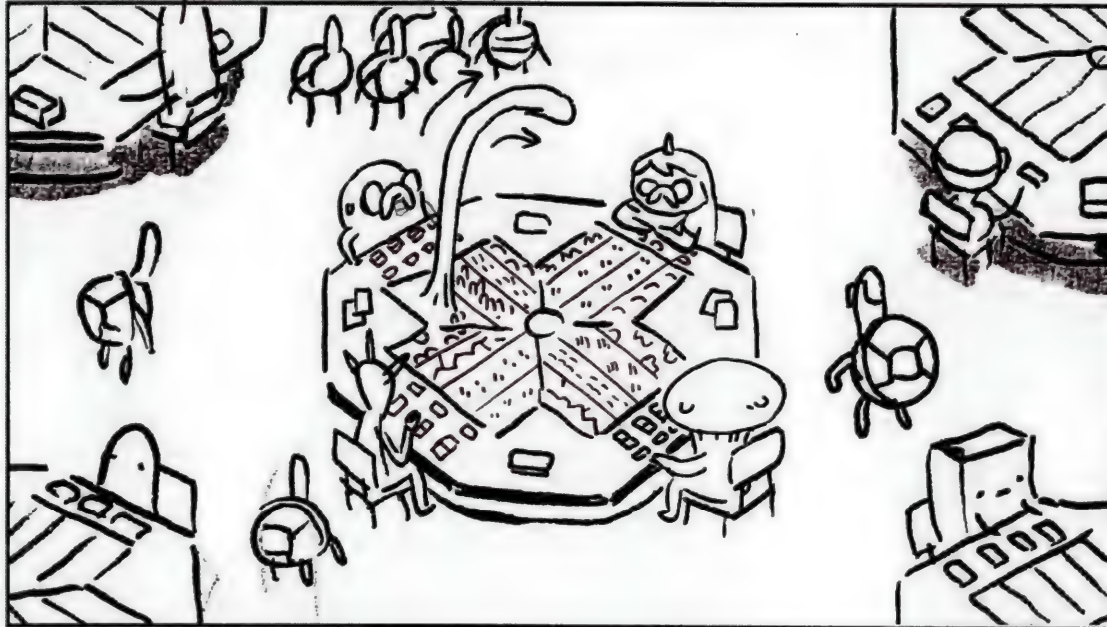
Sc. 111

B. GUARD

Pnl. A

Bg.

day night



Sc. 111 cont

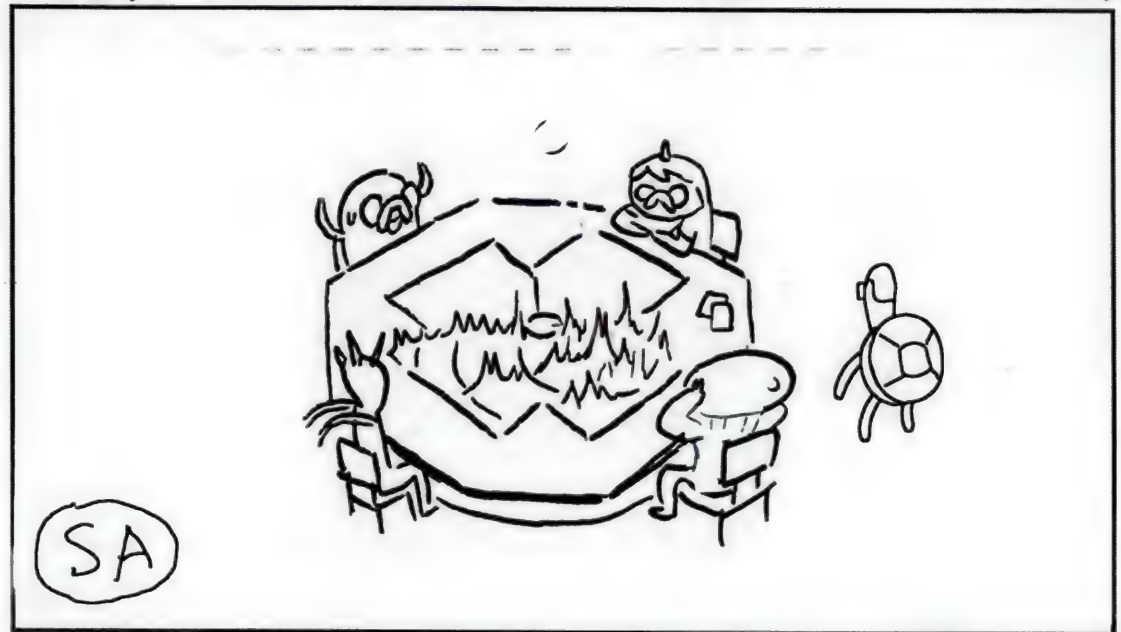
Pnl. B

Bg.

Page

194

day night



Dialog:

TA: That's right! It's infinite Hay-maker!

SFX: \* WHISTLING \*

TA: THAT'S GAME!

SFX: \* FSHHH!! \*

NOV 04 2015

Action:

- BOLT ARCS TOWARDS REGGIE AND PETE THE PUNK'S SIDE

- BOLT WIPES OUT



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Production:

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# ADVENTURE TIME



JAMICA

Sc. 111A

Pnl. A

Bg.

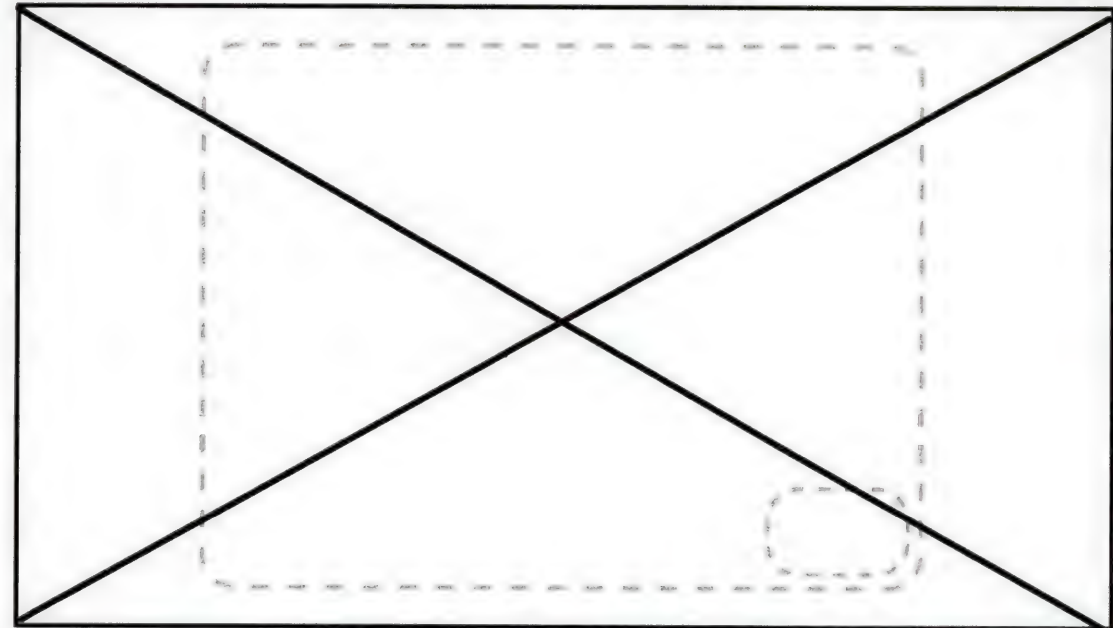
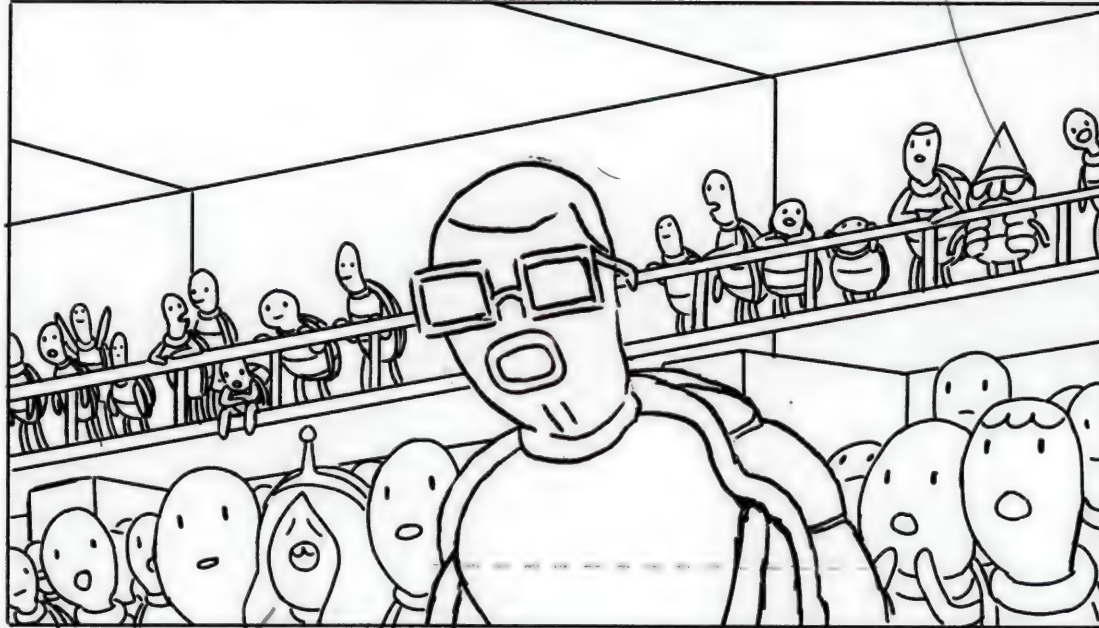
day night

Sc.

Pnl.

Bg.

Page 194A  
195 NEXT  
day night



Dialog:

TURTLE  
P.

TA/ A stunning move from the newcomer Charlie. She's a real protege.

Action:

NOV 04 2015

Timing:



EPISODE # 1034-238

1034/238

Production:

1034/238

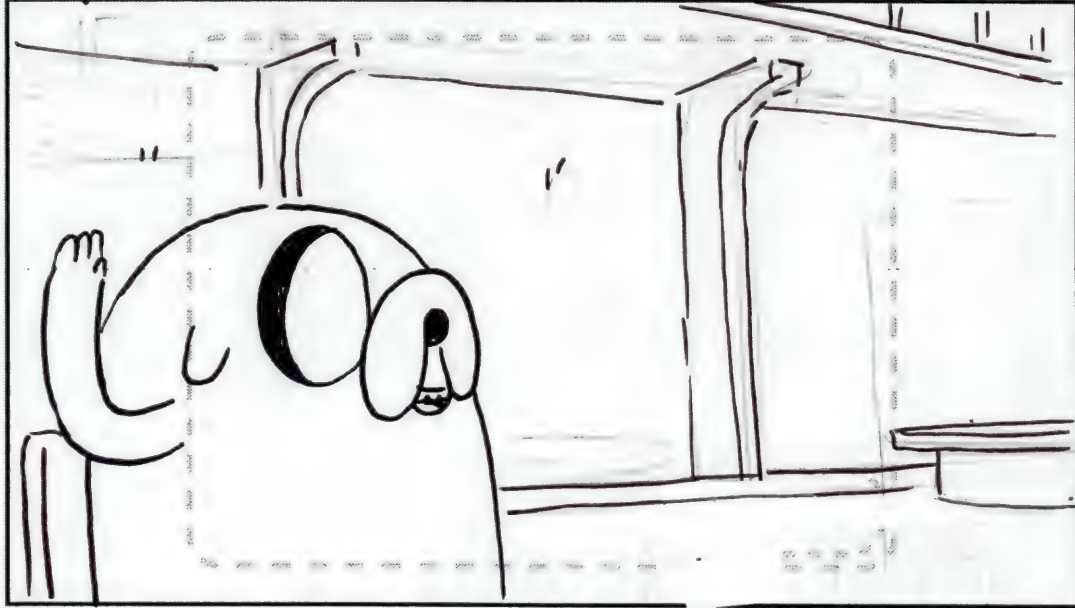


# ADVENTURE TIME



Page 1915

Sc. 112 Pnl. A Bg. day night



Sc. 112 CONT Pnl. B Bg. day night



Dialog:

(J) WE WINNN! (J) HA HAHA--

Action:

-J. THROWS UP ARMS

NOV 04 2011

Timing:

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Production:

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# ADVENTURE TIME



Sc. 112 CONT Pnl. C

Bg.

day night



Sc. 112 CONT Pnl. D

Bg.

day night



Dialog:

C+J: [ LAUGHING TOGETHER ]

C: (LAUGHING) Yeah, I'M OUT...

Action:

- C. STANDS UP.

- C. WIPES TEAR.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

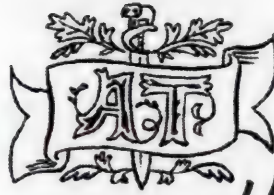
1034/238



1034/238

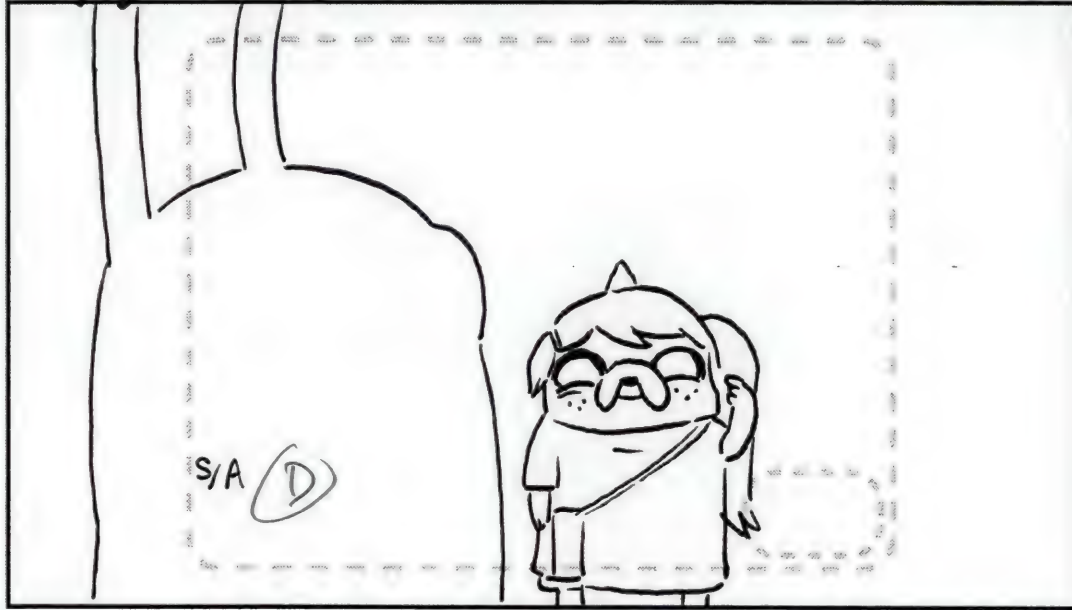
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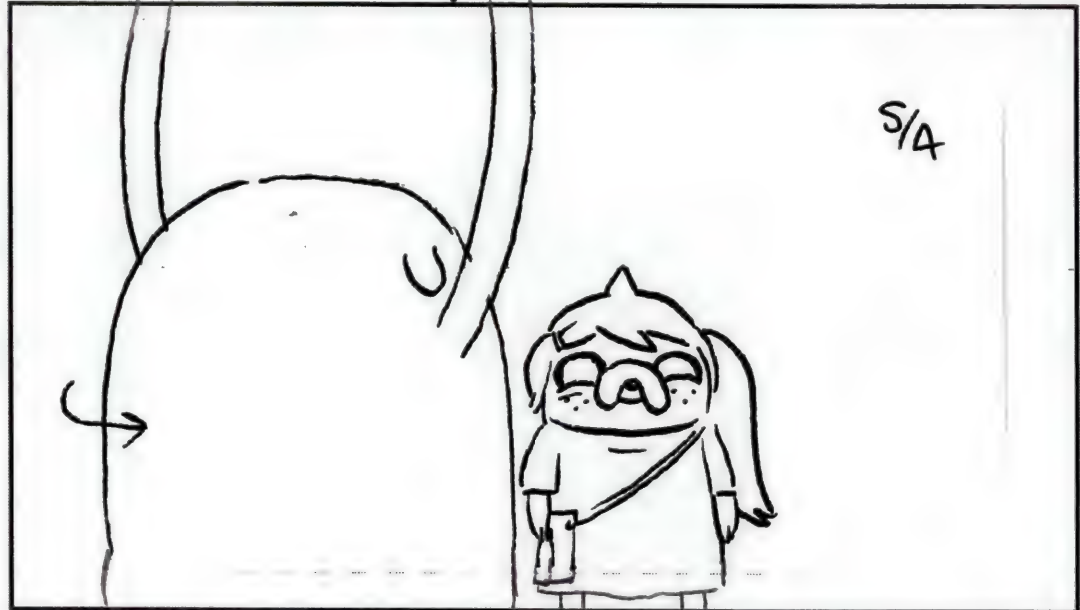
Sc. 112 CONT Pnl. E Bg.

day night



Sc. 112 CONT Pnl. F Bg.

Page 197  
day night



Dialog:

(J) WHAT!

Action:

- J. TURNS TOWARDS C.

NOV 04 2015

Timing:

EPISODE # 1034-238

1034/238

Production:

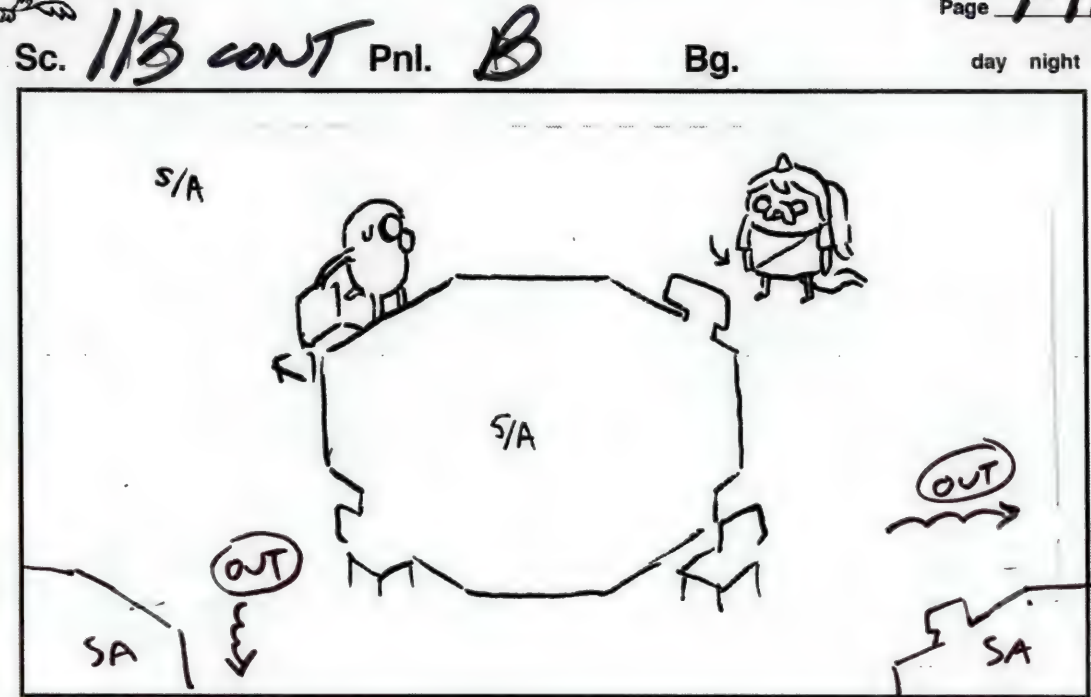
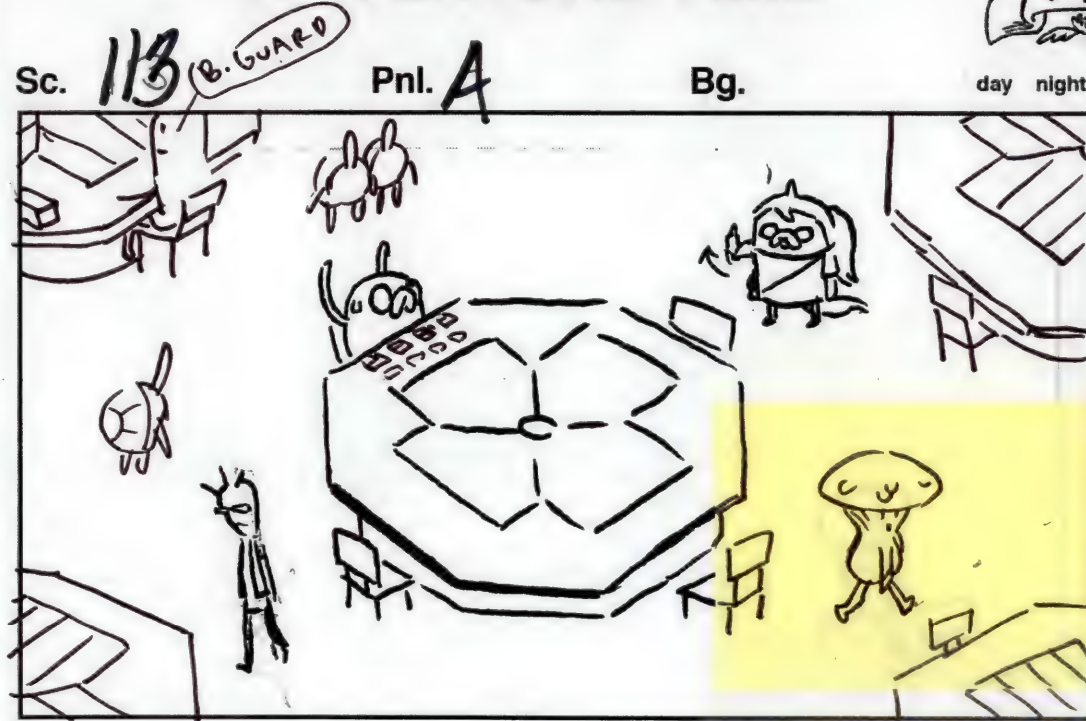
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# ADVENTURE TIME



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Dialog:

(C) ONE BONE, ONE GAME.



PUSH SELF & CHAIR BACK

SFX:

\* SQUEAK \*

Action:

- PETE THE PUNK + REGGIE WALK AWAY.

- J. STANDS UP.

NOV 04 2015

Timing:



DETAIL P09(A)



1034-238

EPISODE #

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Production:

1034/238



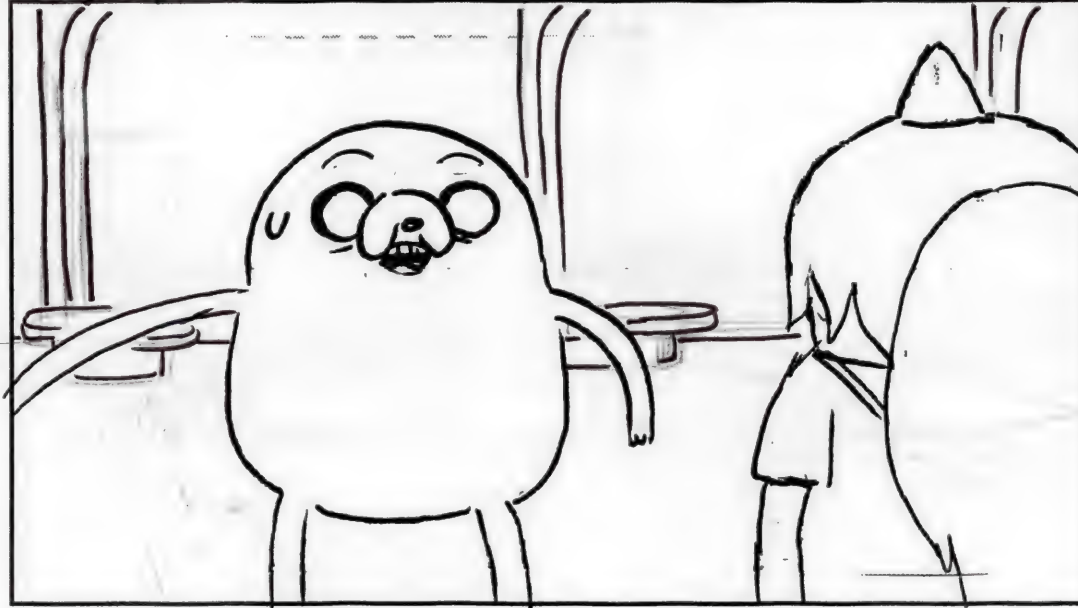
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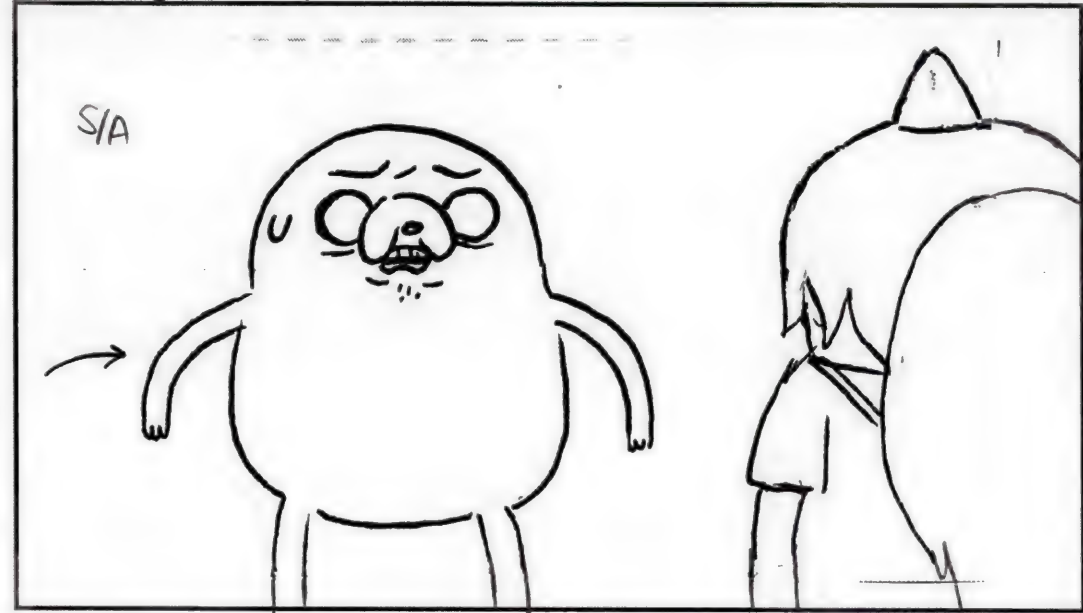
# ADVENTURE TIME



Sc. **114** Pnl. **A** Bg. day night



Sc. **114 CONT** Pnl. **B** Bg. day night



Page **199**  
**NO PG 200**  
day night

Dialog:

① BUT...

① I'M BURYING MY TWENTIES.

Action:

NOV 04 2015

Timing:

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EPISODE #

1034/238

Production:

1034/238

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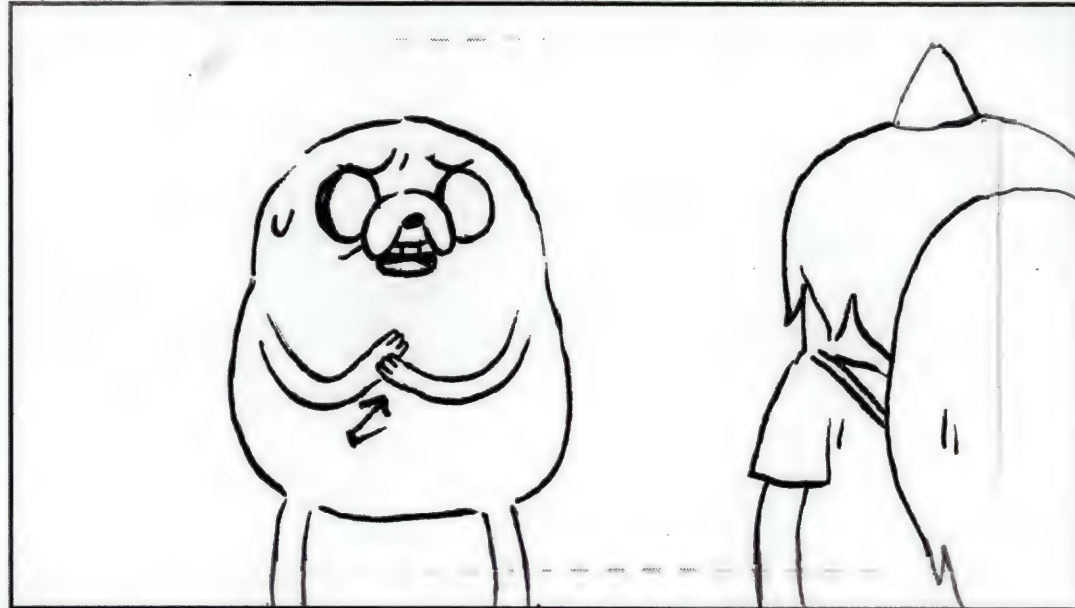


Page **201**

Sc. 114 **CONT** Pnl. C

Bg.

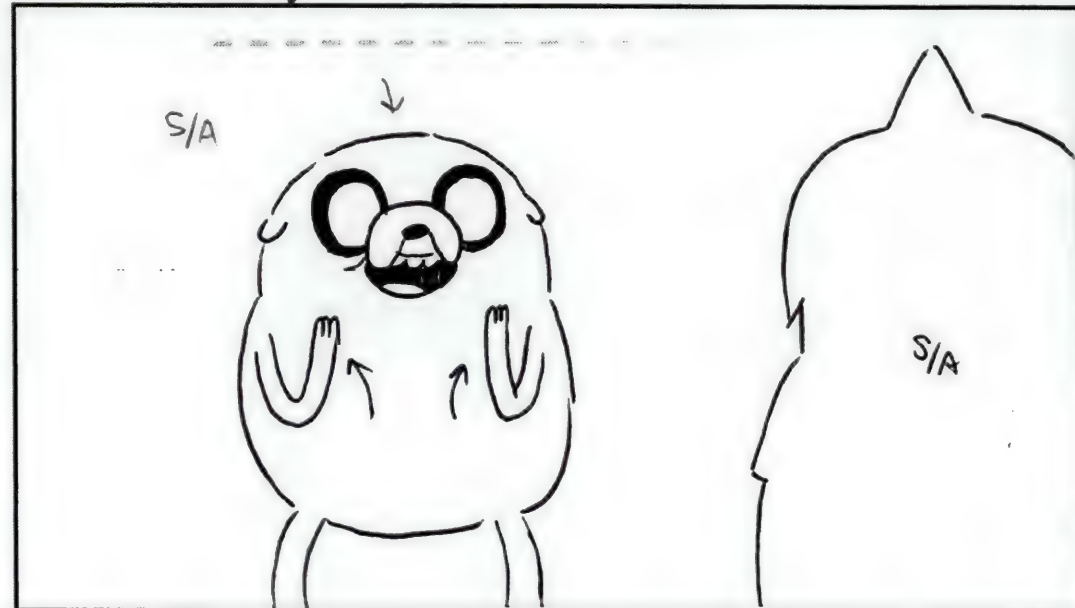
day night



Sc. 114 **CONT** Pnl. D

Bg.

day night



Dialog:

① DO YOU WANT MORE BONES --

① IS THAT IT ?

Action:

-J. RUBS HAND NERVOUSLY.

NOV 04 2015

Timing:

S/A ©  
C1

1034-238

EPISODE #

1034/238

Production:

1034/238



# ADVENTURE TIME



Page **202**

Sc. 114 **CONT** Pnl. E

Bg.

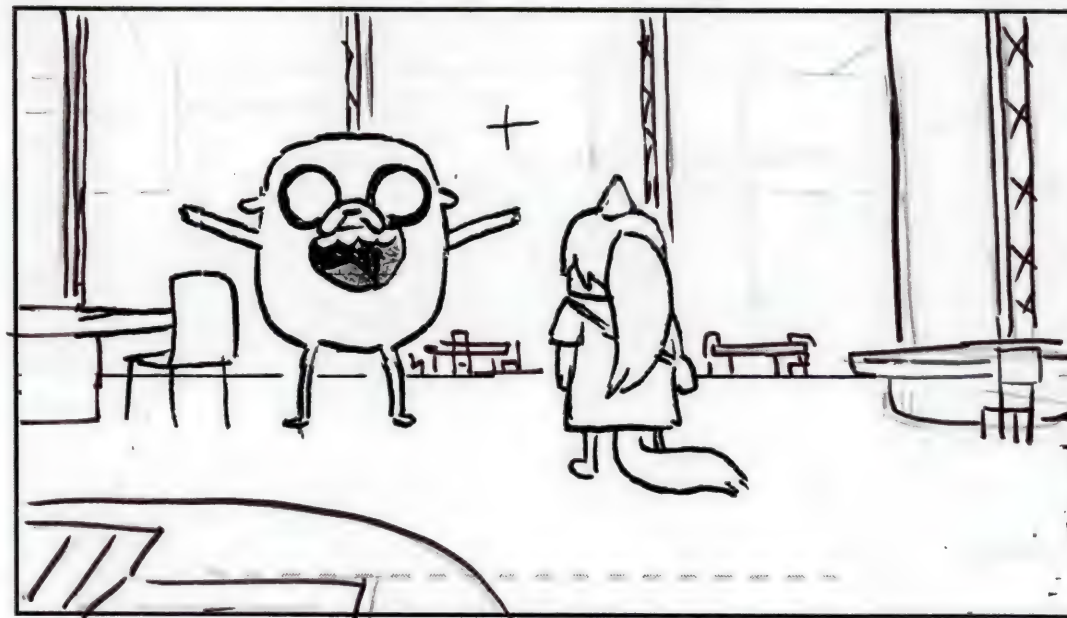
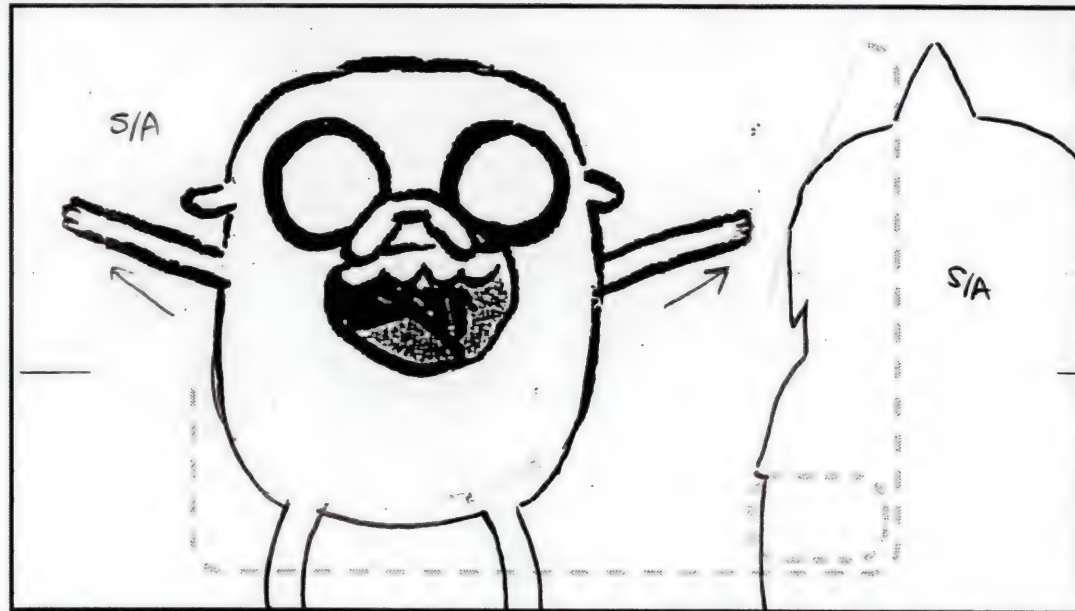
day night

Sc 115

Pnl. A

Bg.

day night



Dialog:

① TAKE 'EM ALL!

Action:

-J. GROWS/ HEAD SWELLS.

-J. CONTINUES GROWING.

Timing:

NOV 04 2015



EPISODE # 1034-238

Production:

1034/238

1034/238

1034/238

1034/238

# ADVENTURE TIME

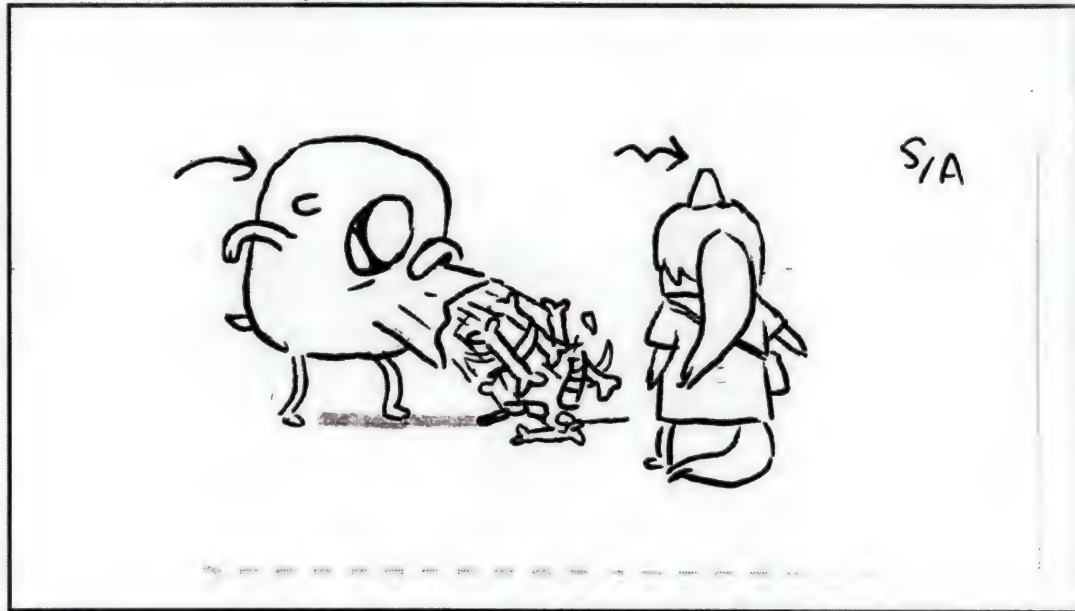


Page **203**  
day night

Sc. 115 **CONT** Pnl. B

Bg.

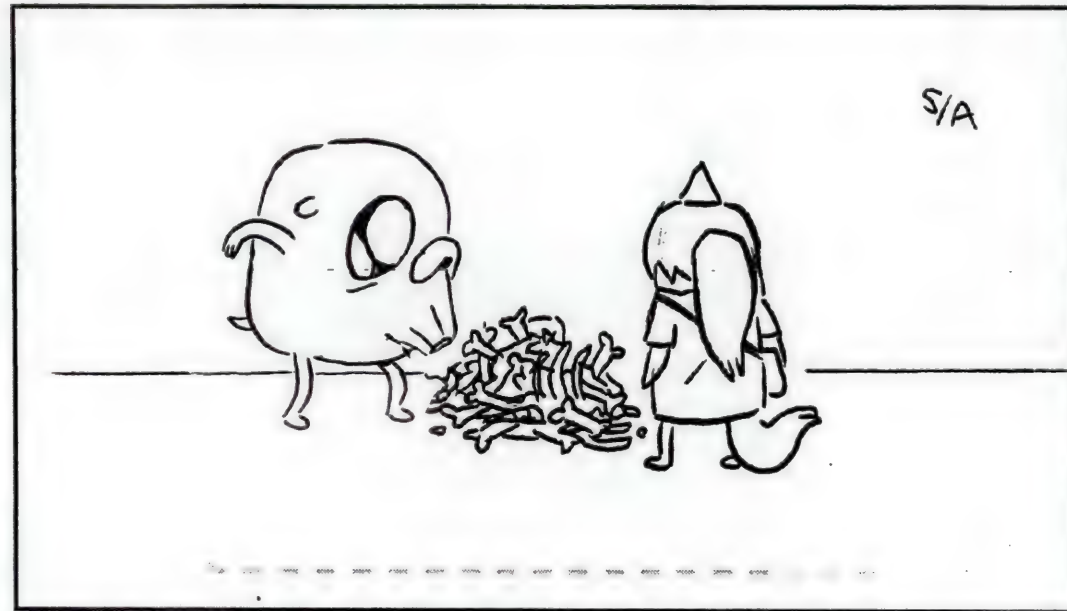
day night



Sc. 115 **CONT** Pnl. C

Bg.

day night



Dialog:

SFX: \*CLATTER\*

Action:

- J. SPITS OUT BONES IN A PILE.
- C. STEPS ASIDE.

Timing:

NOV 04 2011

EPISODE # 1034-238

Production:

1034/238

1034/238



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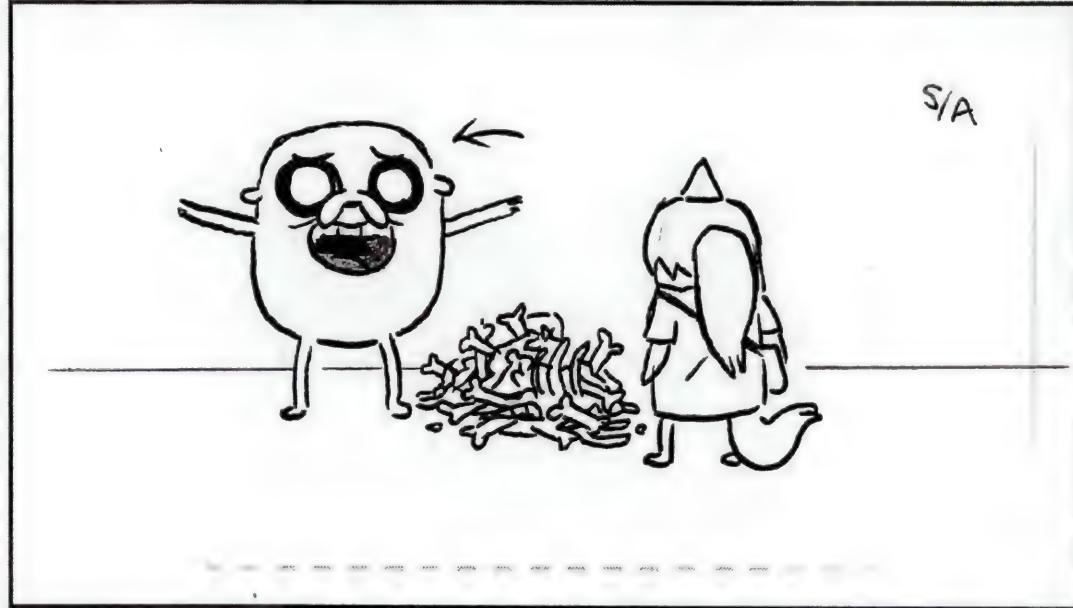
# ADVENTURE TIME



Sc. 115 *CONT* Pnl. D

Bg.

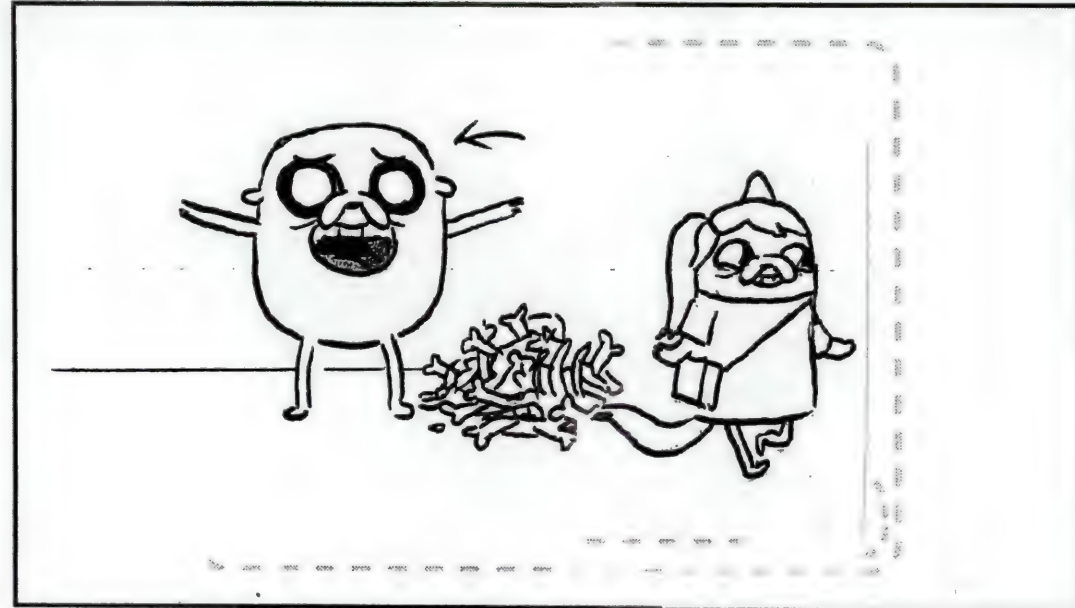
day night



Sc. 115 *CONT* Pnl. E

Bg.

Page *204*  
day night



Dialog:

① EH ?

① NAH ...

Action:

- C. TURNS AWAY.

NOV 04 2015

Timing:

1034-238

EPISODE #

1034/238

Production:

1034/238

# ADVENTURE TIME

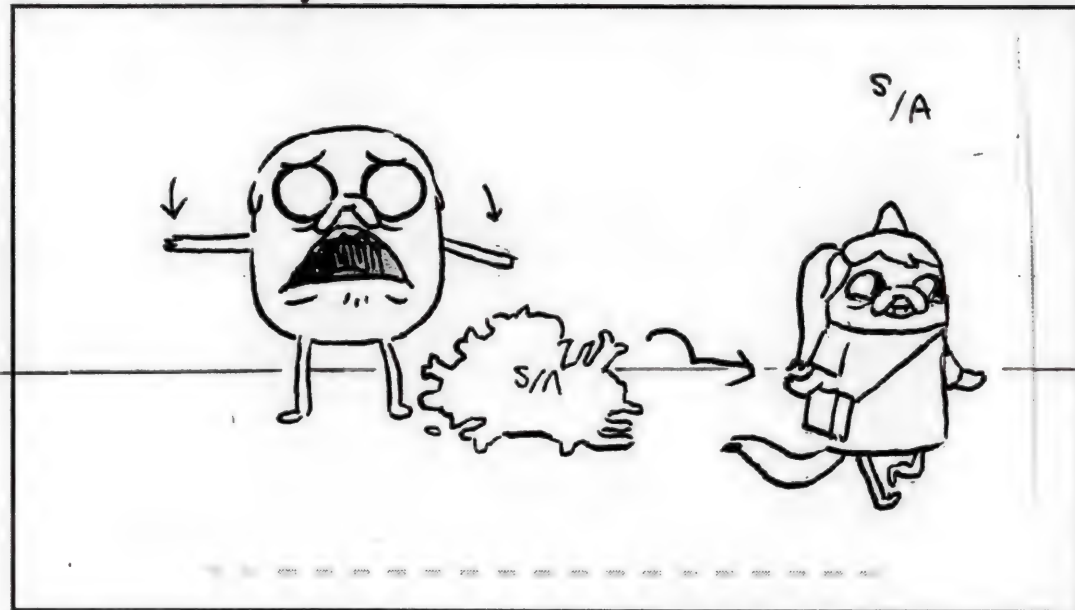


Page **205**  
day night

Sc. 115 **CONT** Pnl. F

Bg.

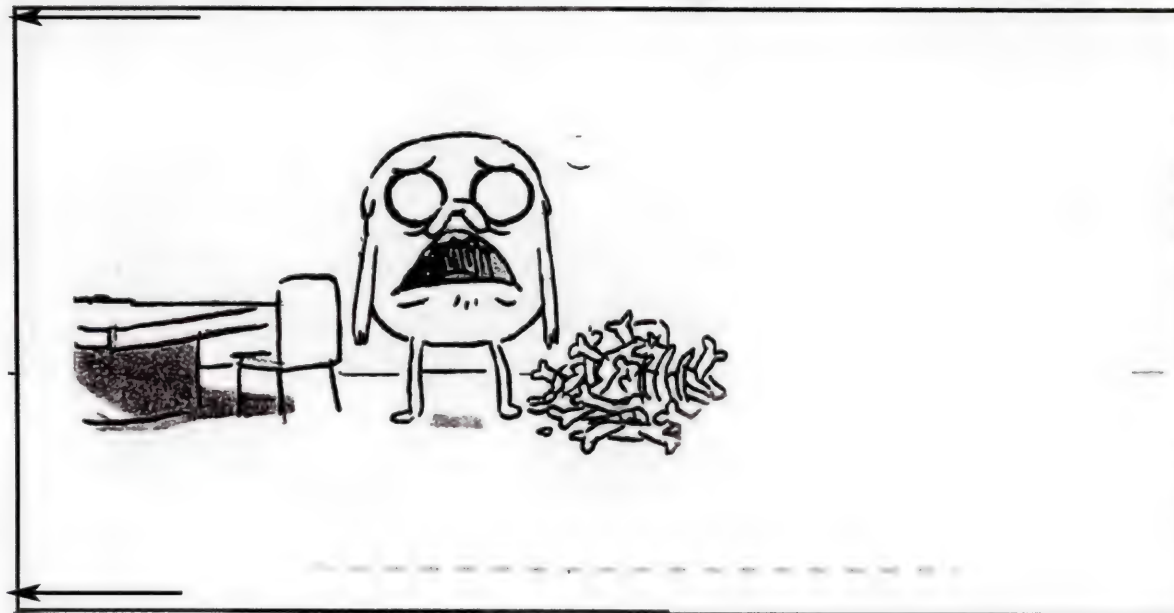
day night



Sc. 115 **CONT** Pnl. G

Bg.

day night



Dialog:

(C) I ONLY NEED ONE.

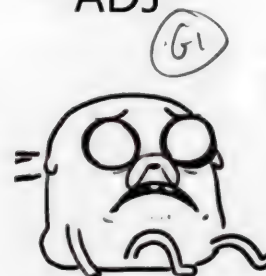
(C) (0/5) CATCHYA ON THE FLIP.

Action:

-C. WALKS OFF/S.

- ADJ

Timing:



NOV 04 2015

Production:

1034/238

1034/238



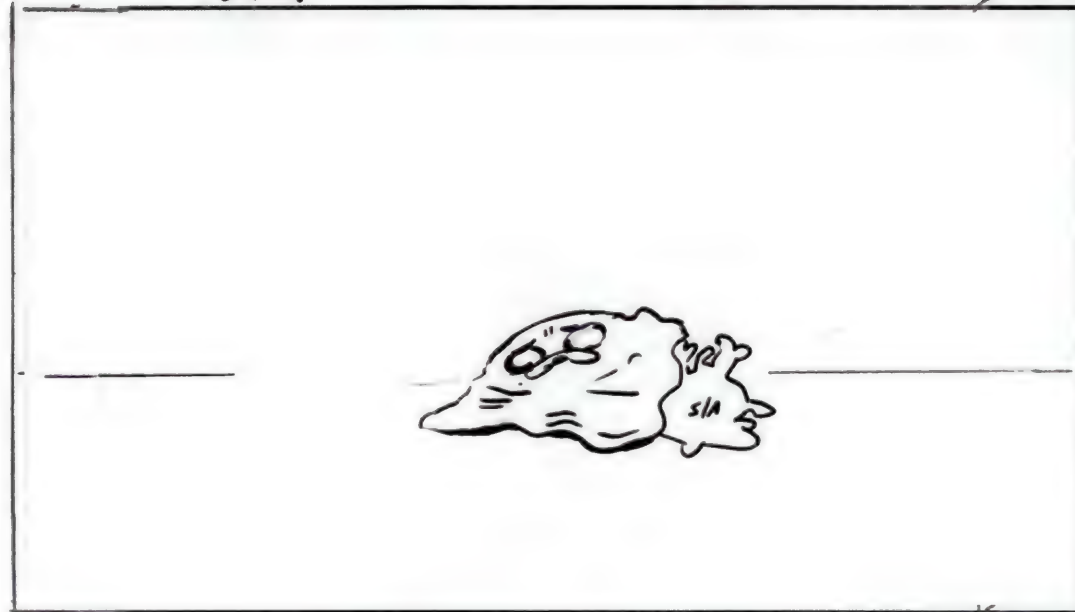
# ADVENTURE TIME



Sc. 115 *CONT* Pnl. H

Bg.

day night



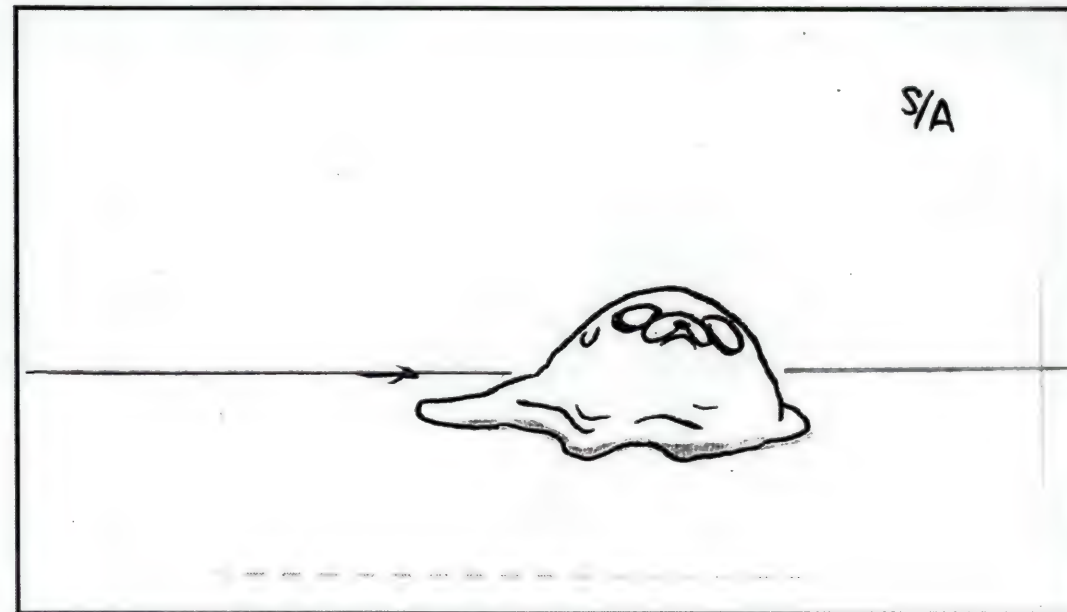
Sc. 115 *CONT* Pnl. I

Bg.

Page

day night

S/A



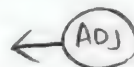
1034-238

EPISODE #

1034/238

Dialog:

SFX: \* DEFLATE \*



Action:

- J. COLLAPSES INTO A GOOEY MASS.

- J. OOZES OVER BONCS

- ADJ. W/ ACTION

NOV 04 2015

Timing:

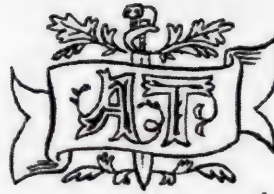
Production:

1034/238

1034/238

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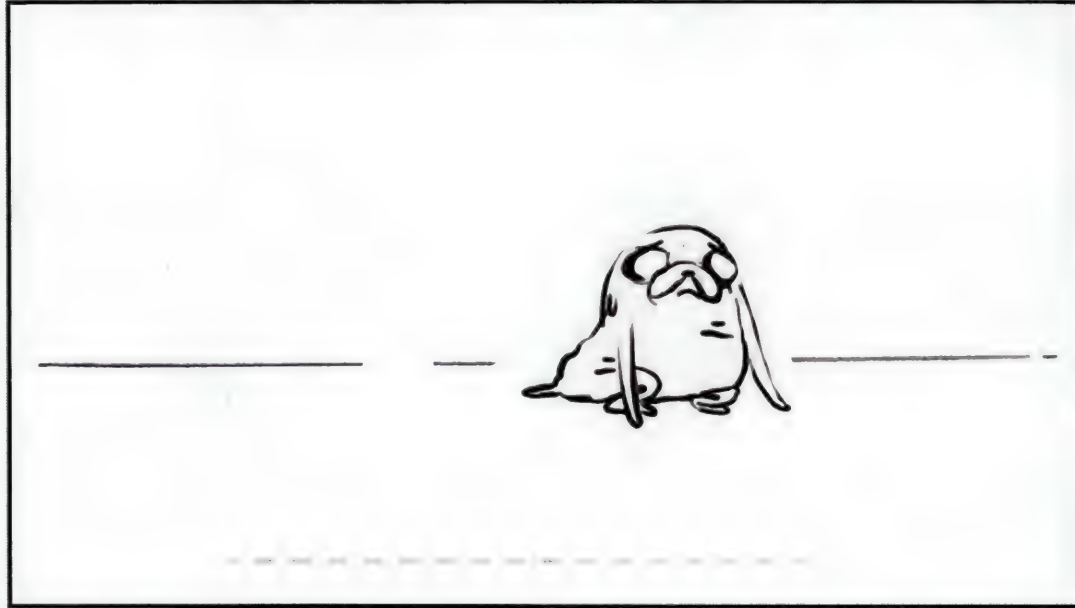
# ADVENTURE TIME



Sc. 115 *CONT* Pnl. J

Bg.

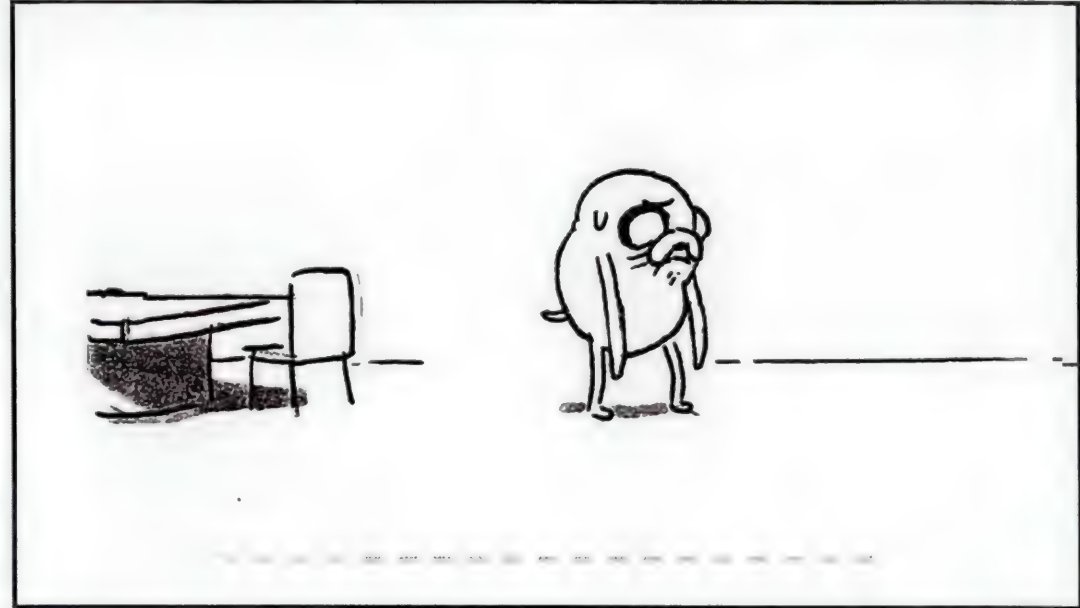
day night



Sc. 115 *CONT* Pnl. K

Bg.

day night



Dialog:

SFX: \*BUZZER\*

Action:

-J. REFORMS.

T.A. (VO)

Round Two starts in  
5 minutes

Timing:

NOV 04 2015

Page *306A*  
day night

EPISODE # 1034-238

1034/238

Production:

1034/238



ADVENTURE TIME



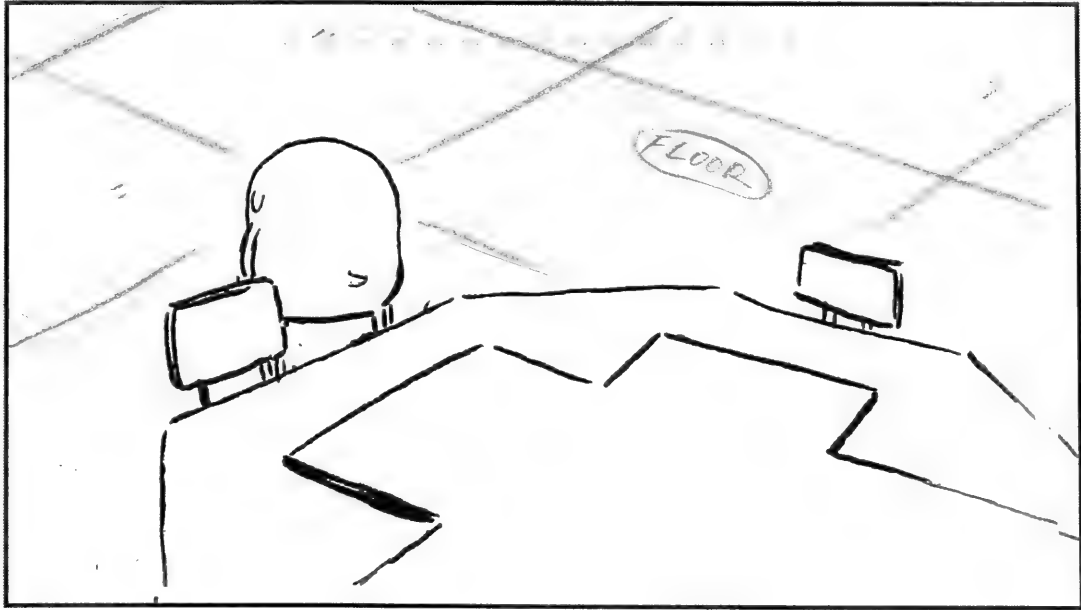
(SAME AS  
Sc. 94)

Sc. 117

Pnl. A

Bg.

day night

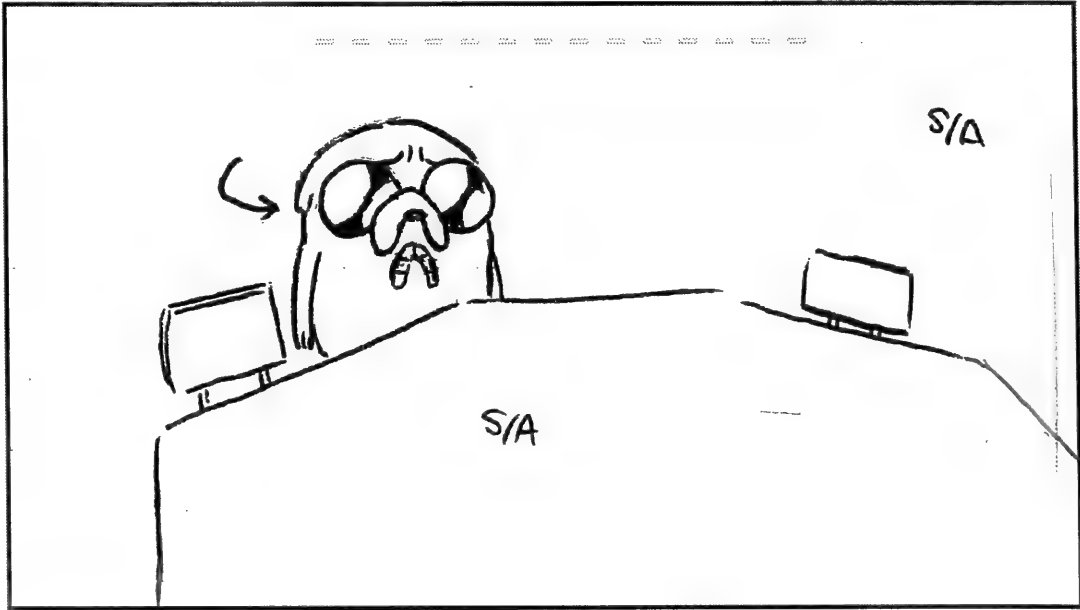


Sc. 117

Pnl. B

Bg.

day night



Dialog:

... START ...  
... MINUTES ...

Action:

-J. TURNS.

Timing:

EPISODE # 1034-238

Production:

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ADVENTURE TIME

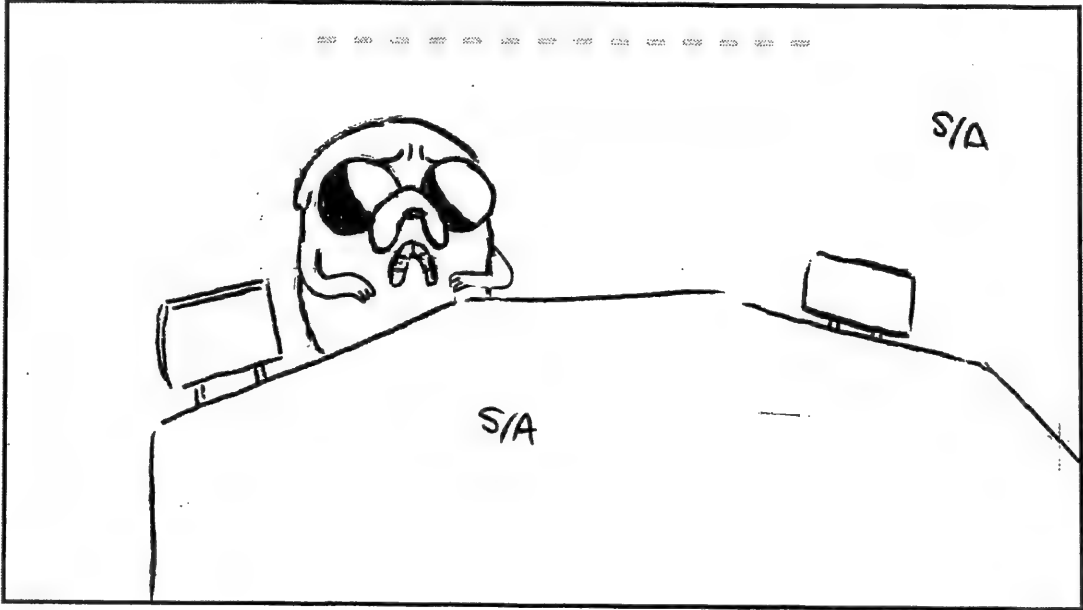


Sc. 117

Pnl. C

Bg.

day night

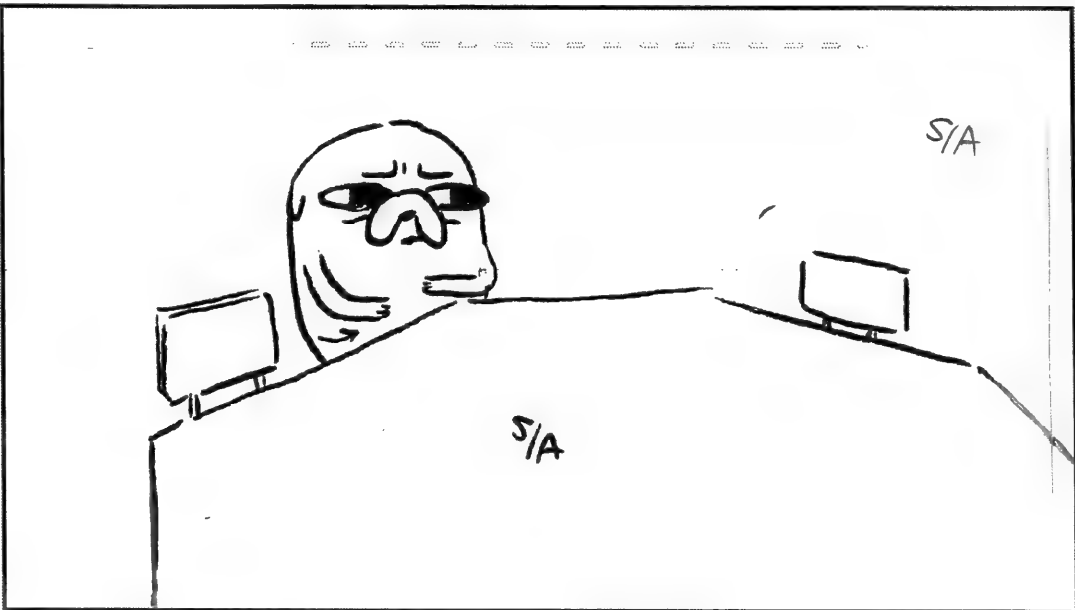


Sc. 117

Pnl. D

Bg.

day night



Dialog:	
Action:	<div>- J. LOOKS AROUND FRANTICALLY.</div> <div>- J. LOOKS SNEAKY.</div> <div>- Part of J. rised from under table</div>
Timing:	

1034-238

EPISODE #

Production:



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# ADVENTURE TIME



Page 209

Sc. 117

Pnl. E

Bg.

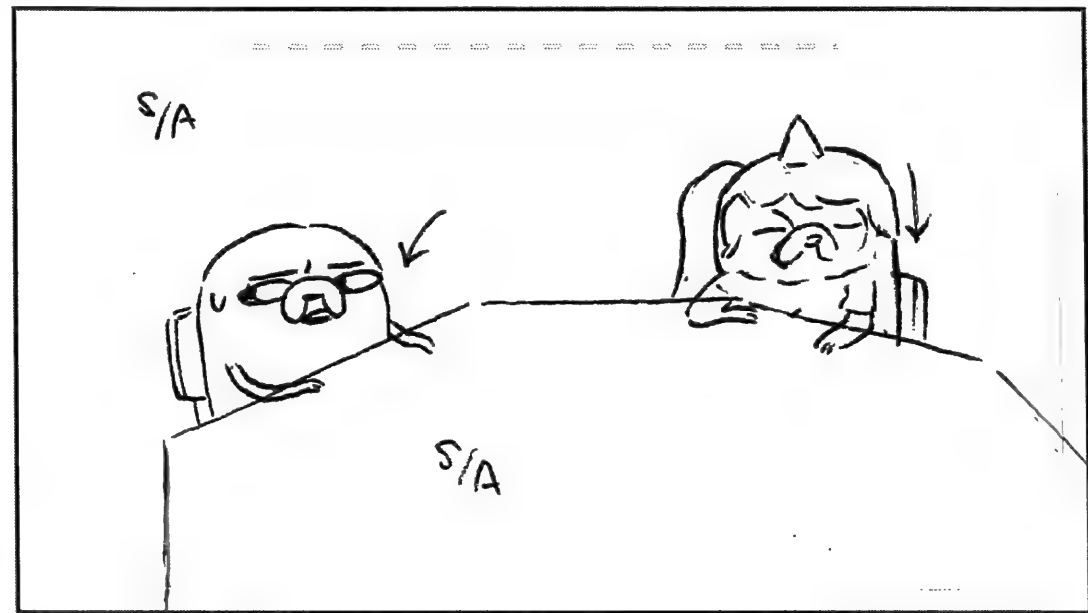
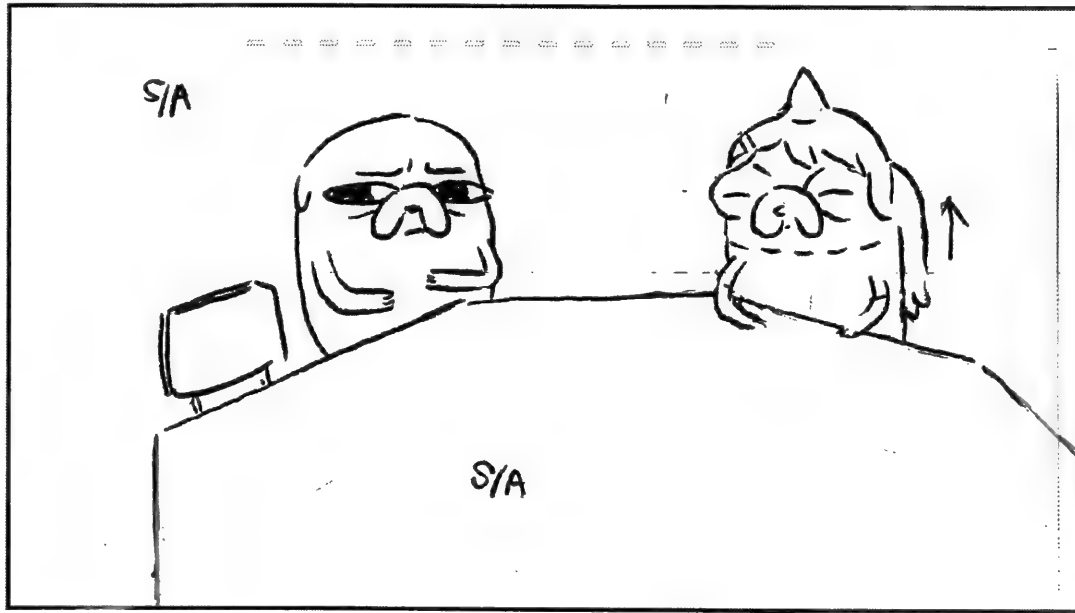
day night

Sc. 117

Pnl. F

Bg.

day night



Dialog:

SFX: \* STRETCH \*

J: (TO HIMSELF) STILL DIGNIFIED...

Action:

-J. FORMS "JAKE-CHARLIE."

-J. SITS DOWN.  
- JAKE-CHARLIE SITS DOWN.

Timing:



EPISODE # 1034-238

Production:

ADVENTURE TIME



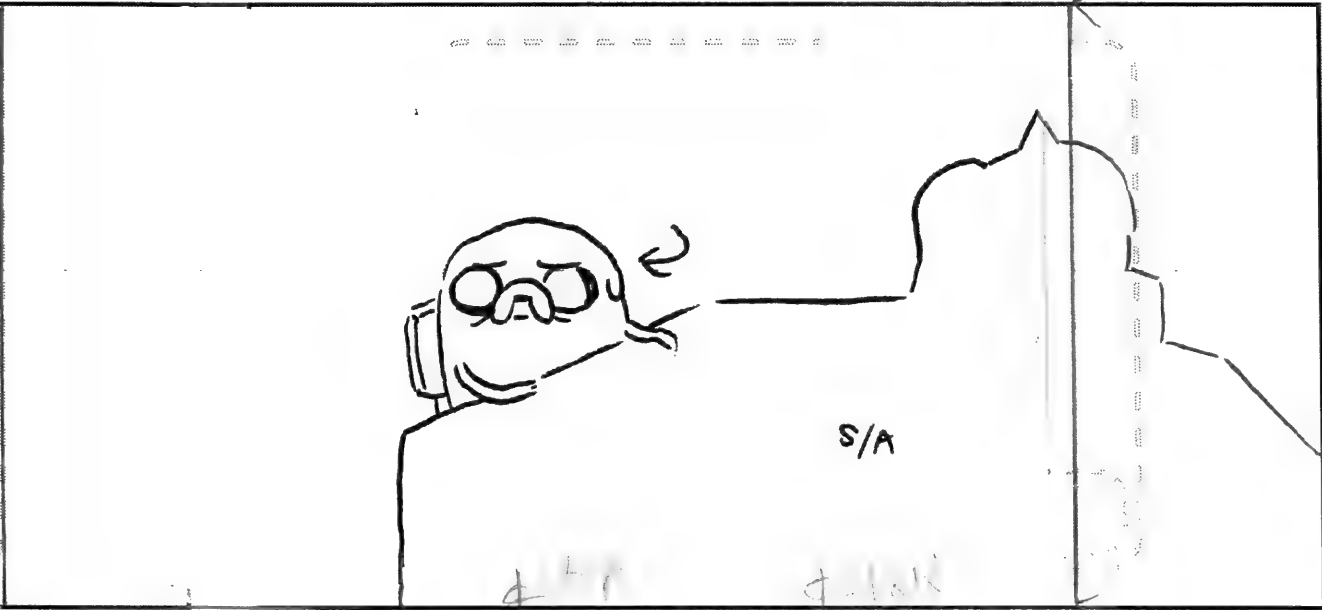
Sc. 117

Pnl. 6

Bg.

Page 210  
day night

Initial



Dialog:

GP: (q/s) PSST

← (ADJ) par

Action:

- J. TURNS  
- ADJ. w/ ACTION.

Timing:

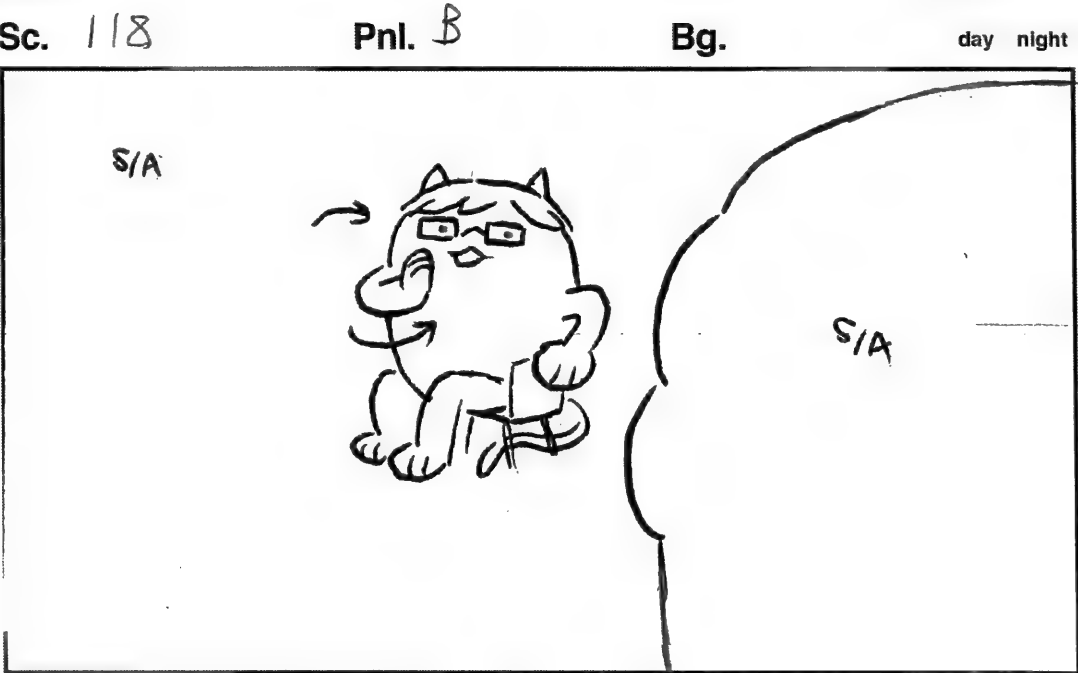
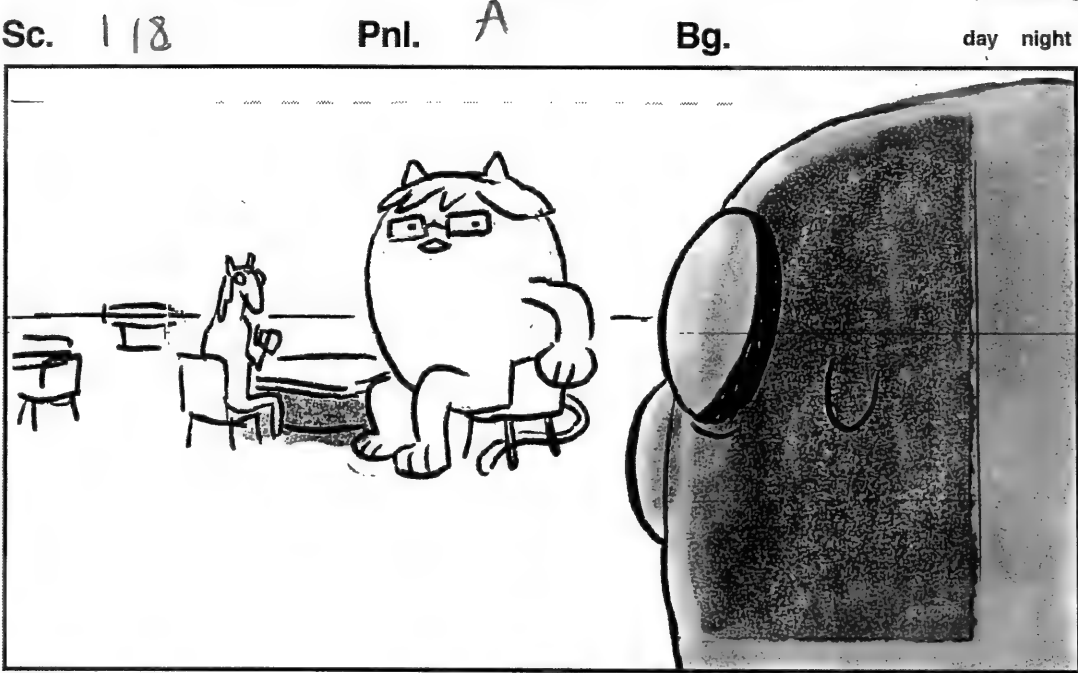
1034-238

EPISODE #

Production:



ADVENTURE TIME



Dialog:	GP: LOST YOUR PARTNER, EH.	(STAGE WHISPER) GP: Hey DON'T WORRY, -
Action:		
Timing:		

EPISODE # 1034-238

Production:

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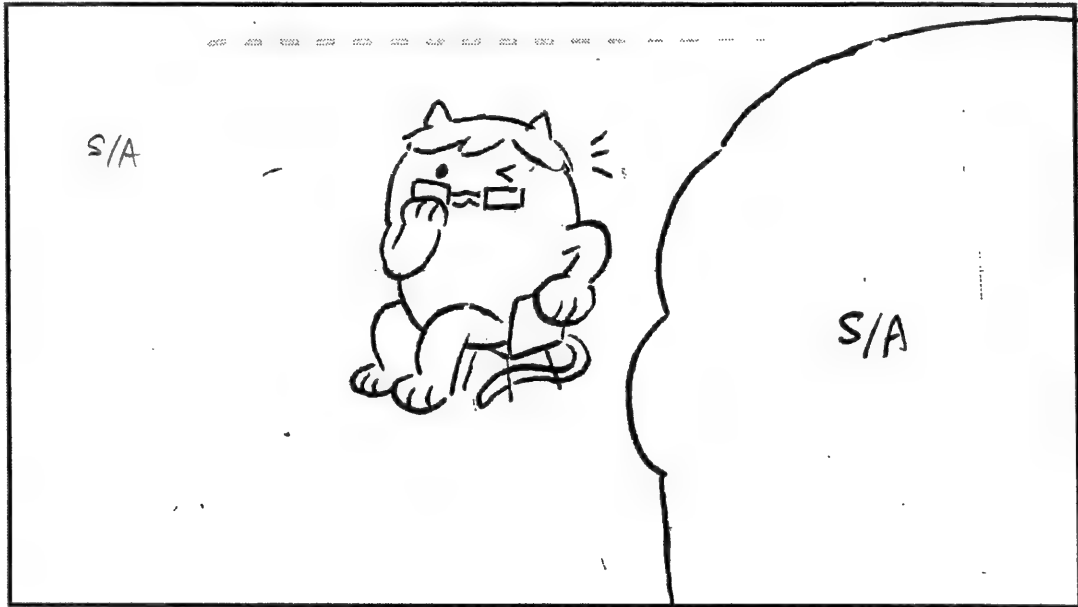
ADVENTURE TIME



Sc. 118 Pnl. C Bg. day night



Sc. 118 Pnl. D Bg. day night



Dialog:	G.P. we won't taddle	SFX: * WINK *
Action:	-GP LOWERS GLASSES.	-GP WINKS
Timing:		

EPISODE # 1034-238  
Production:



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ADVENTURE TIME

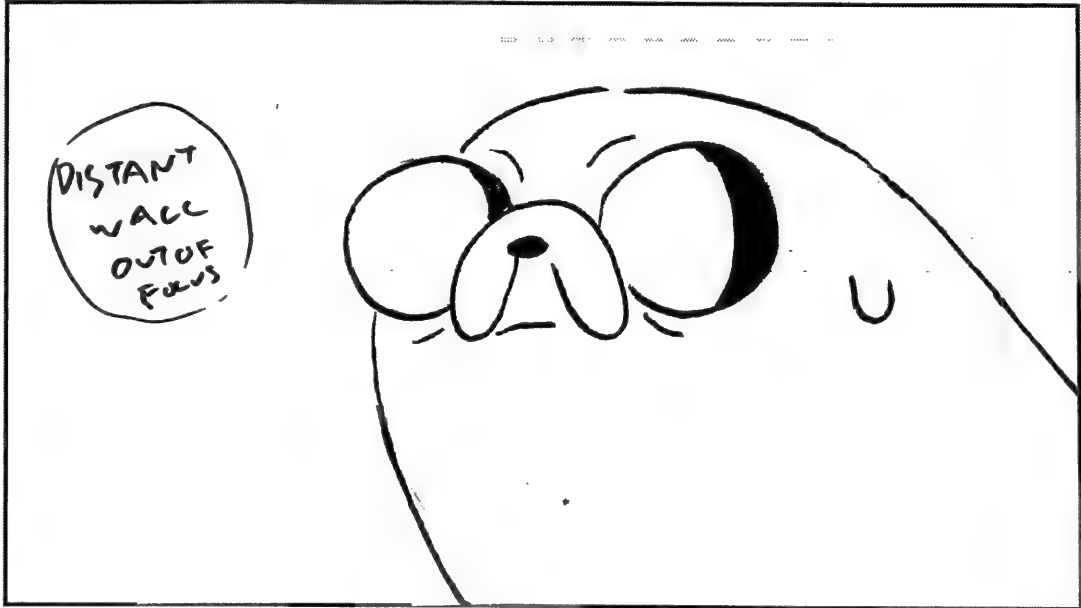


Sc. 119

Pnl. A

Bg.

day night

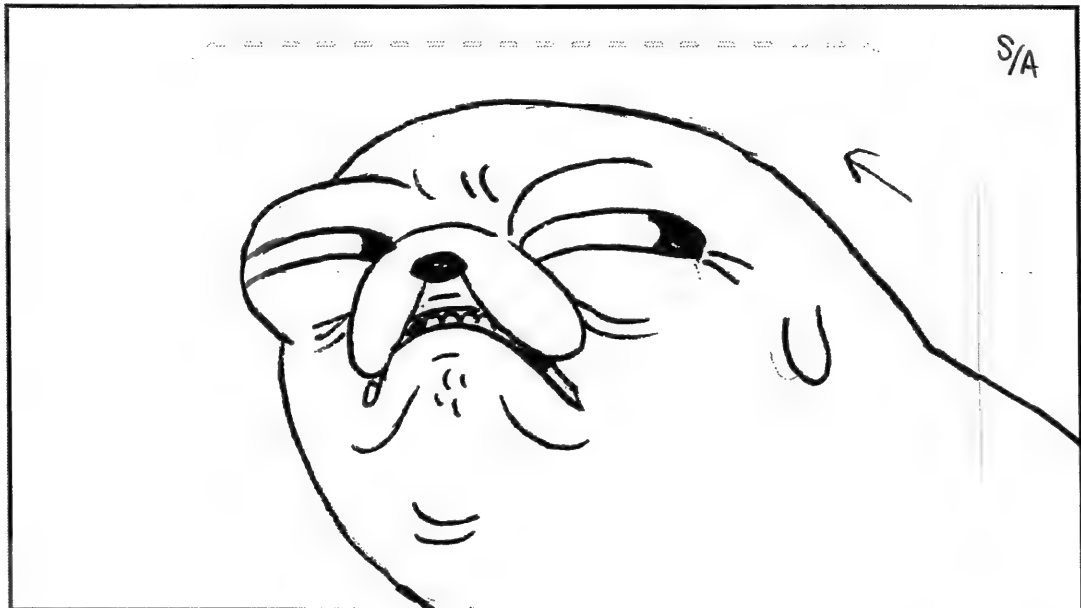


Sc. 119

Pnl. B

Bg.

day night



Dialog:

SFX: \* FAINT OCEAN NOISES \*

JAKE: (QUIET, CALM)  
I WILL CRUSH YOU, GRAND PRIX.

Action:

-J. MAKES A SOUR FACE  
-FAINT HORNS FORM

Timing:

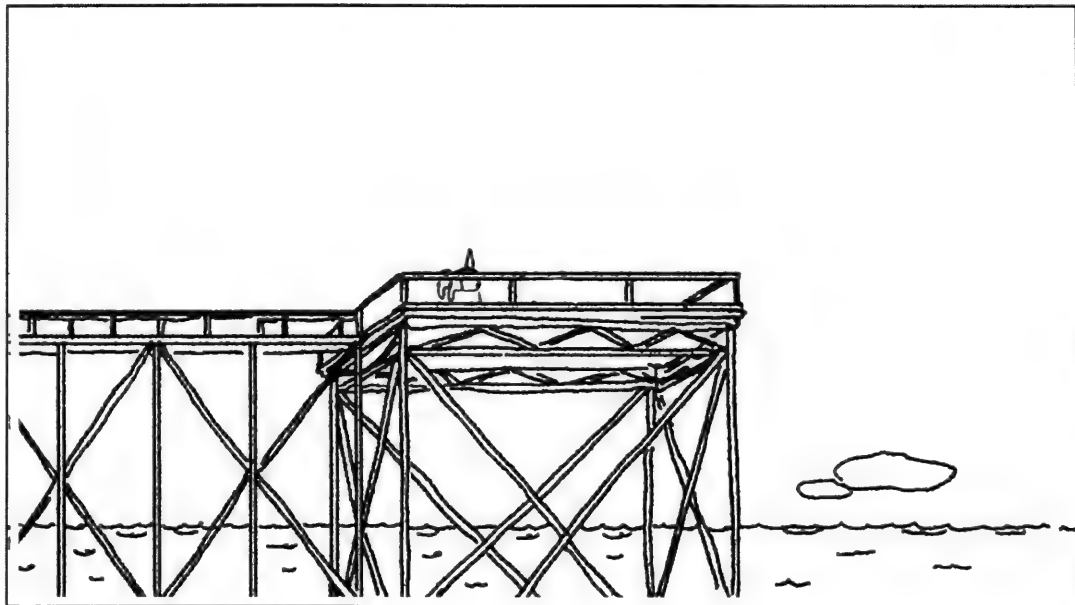
EPISODE # 1034-238  
Production:

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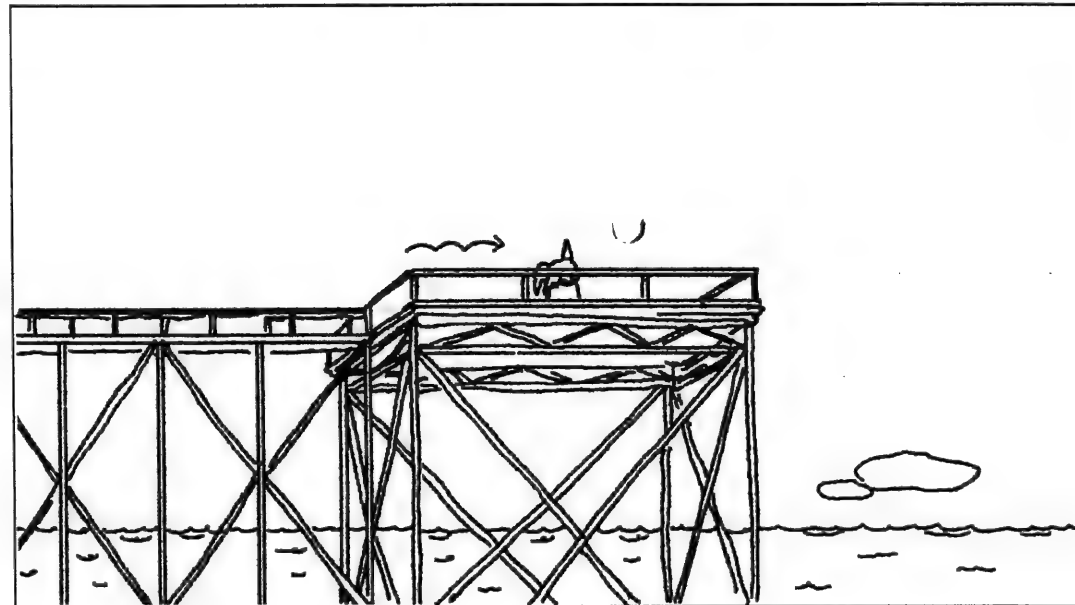
ADVENTURE TIME




Sc. 129 Pnl. A Bg. day night



Sc. 120 Pnl. B Bg. day night



Dialog:	
Action:	- CHARLIE ON PLATFORM.  LOOKS BEHIND HER
Timing:	

1034-238

EPISODE #

Production :



ADVENTURE TIME

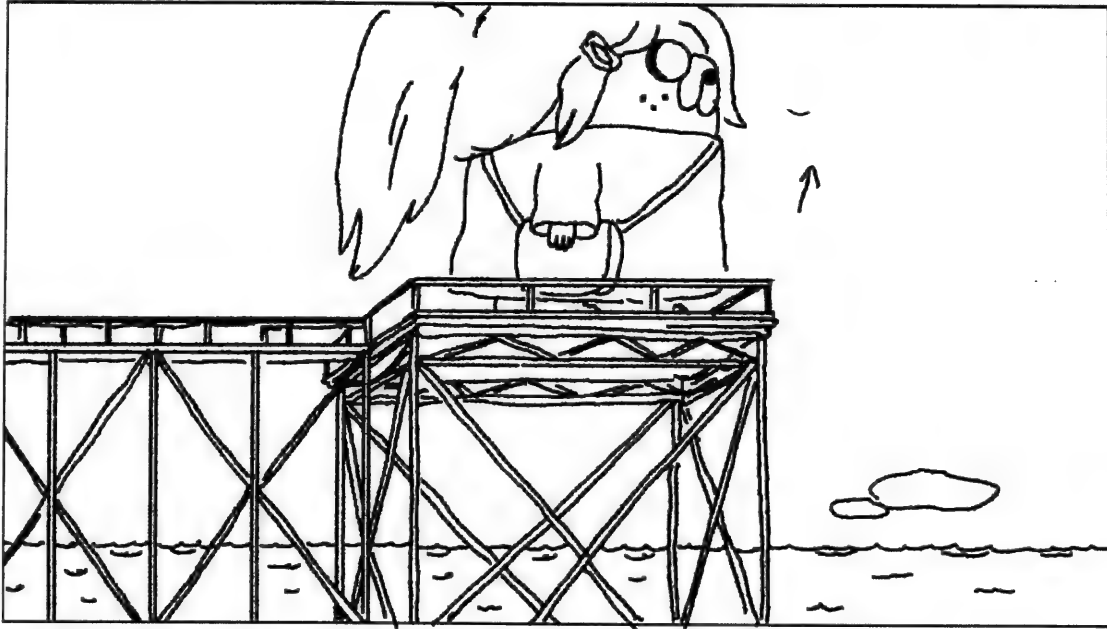


Sc. 120

Pnl. 2

Bg.

day night

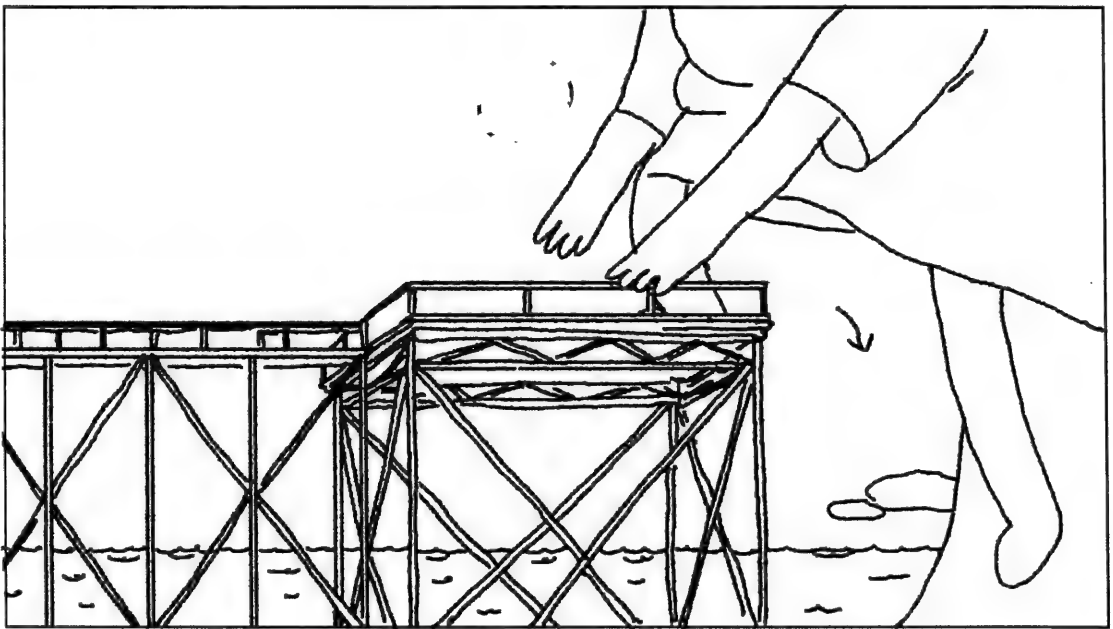


Sc. 120

Pnl. D

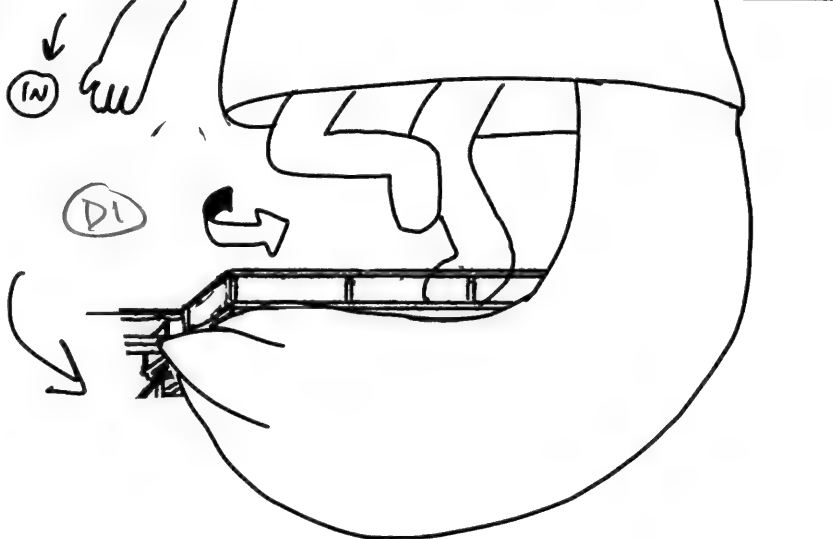
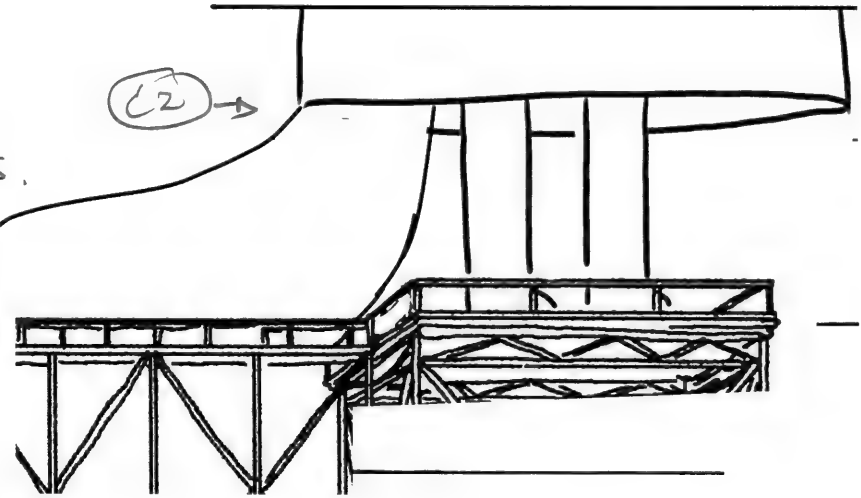
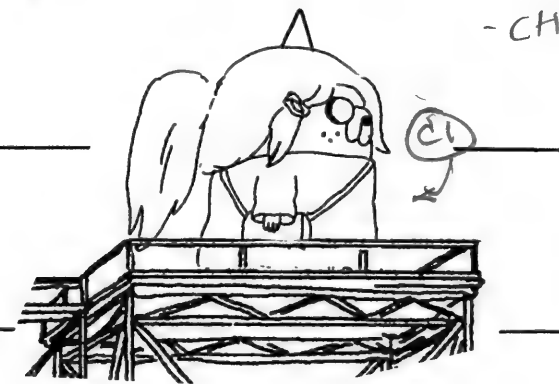
Bg.

day night



Dialog:

- CHARLIE GROWS.



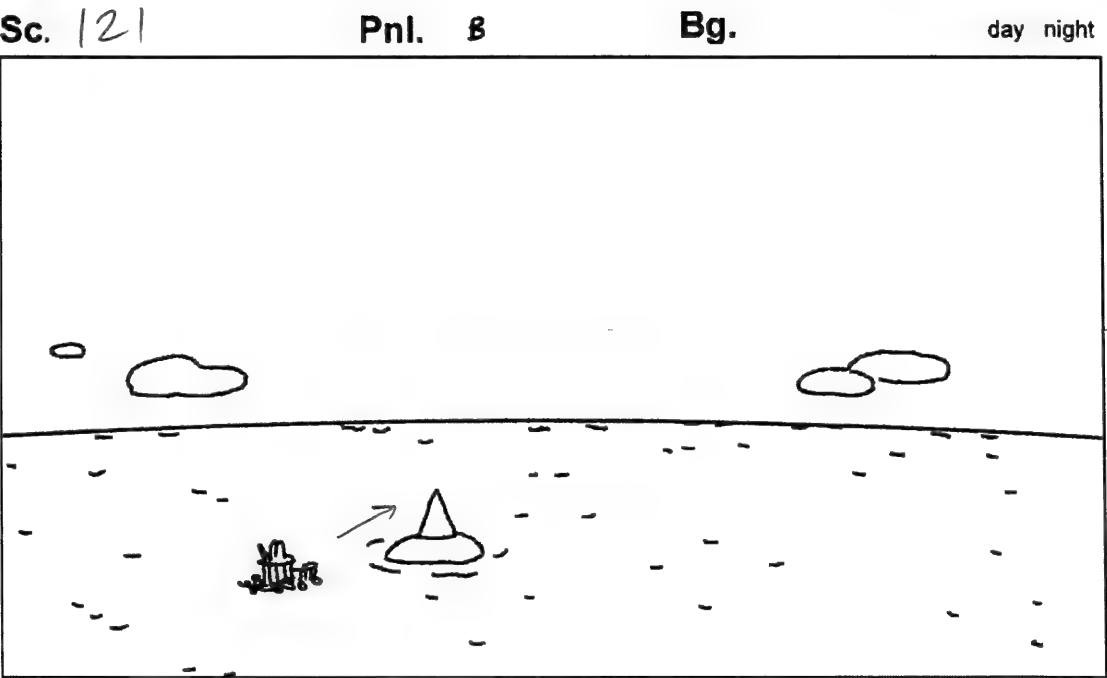
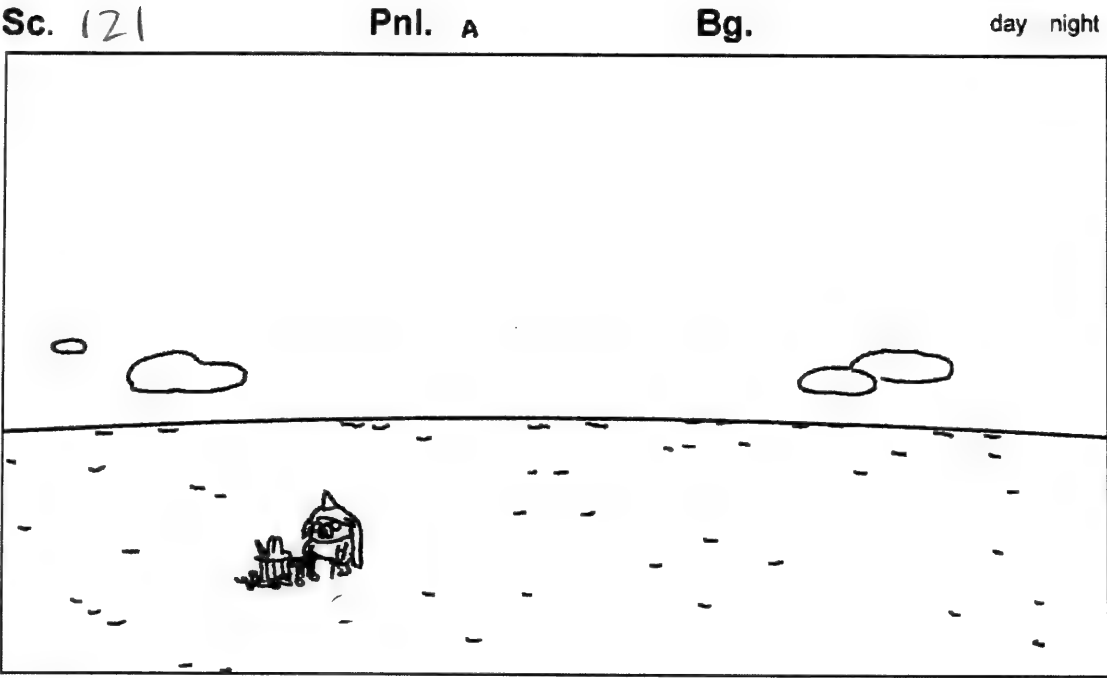
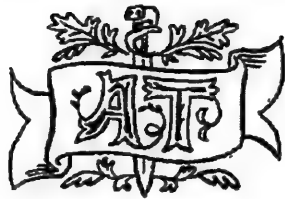
1034-238

EPISODE #

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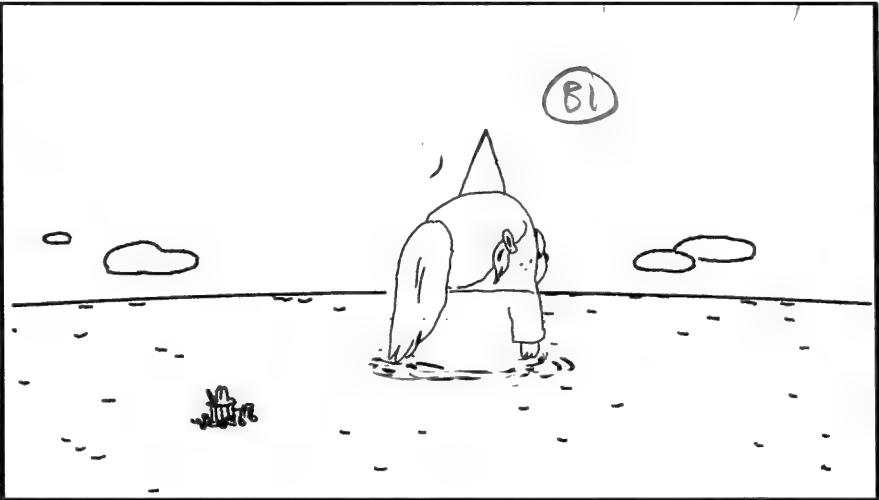
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ADVENTURE TIME



Dialog:

Action: (A1) (A2) (A3) - C. GROWS AS SHE WALKS.



1034-238

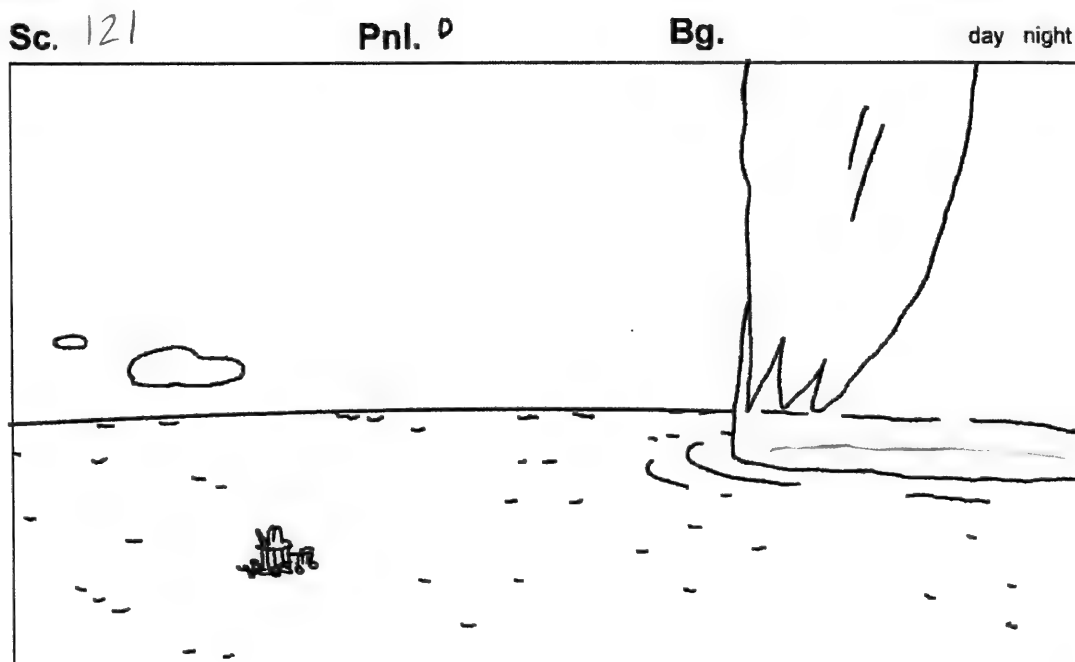
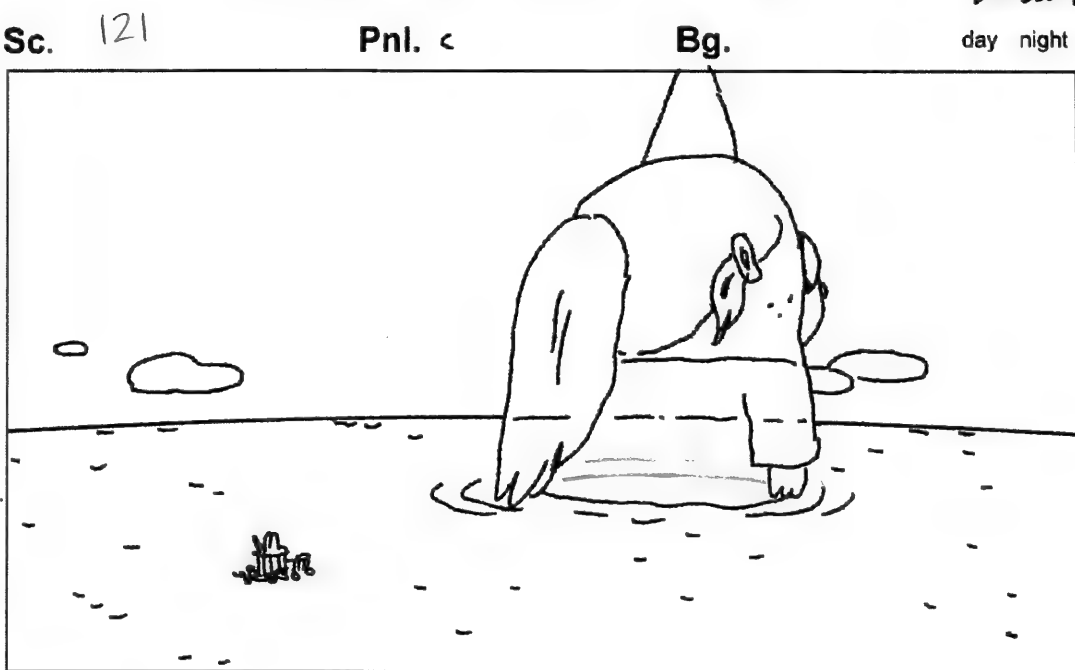
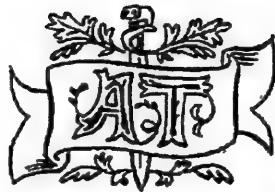
EPISODE #

Production :



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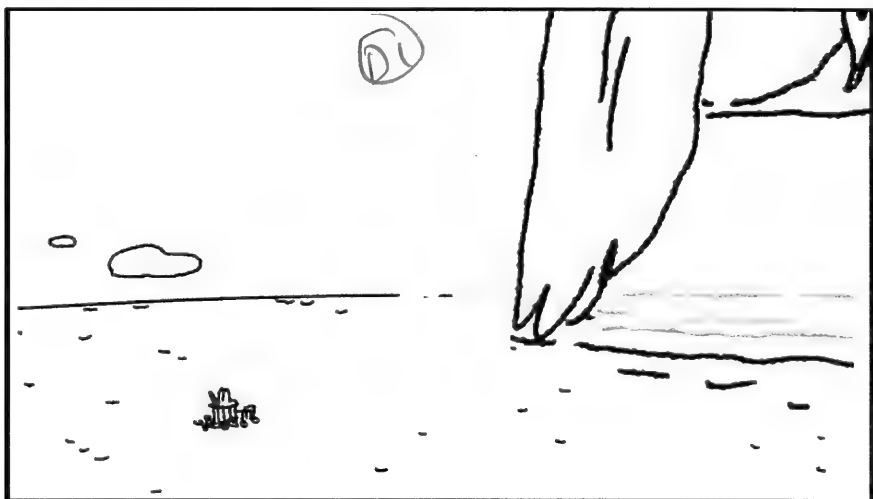
# ADVENTURE TIME



Dialog:

Action: - C. GROWS EVEN LARGER ( INCREASED TRANSPARENCY )

Timing:



1034-238  
EPISODE #

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# ADVENTURE TIME

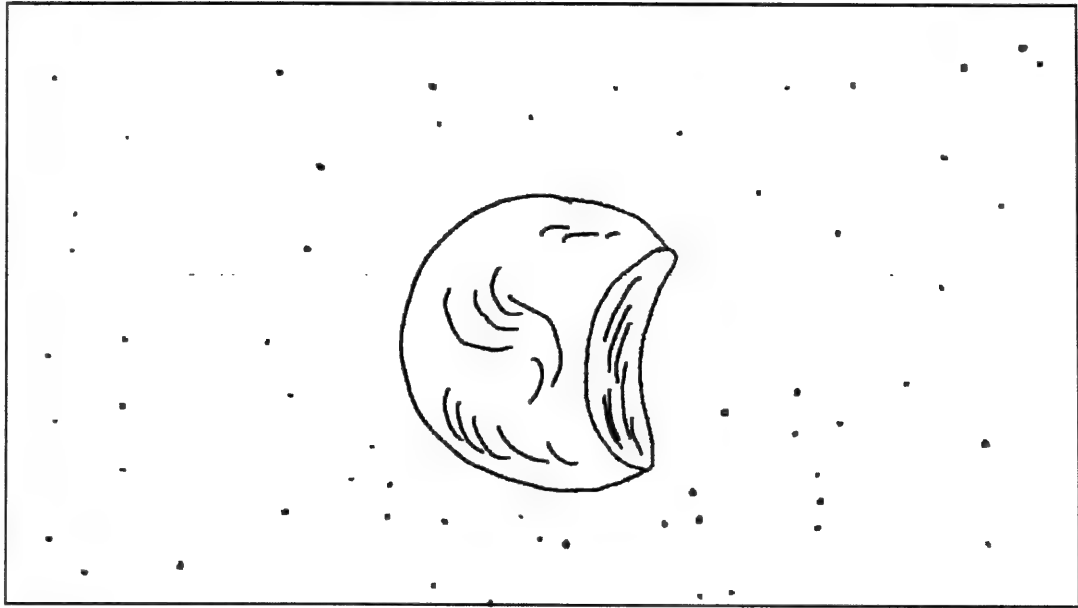


Sc. 122

Pnl. A

Bg.

day night

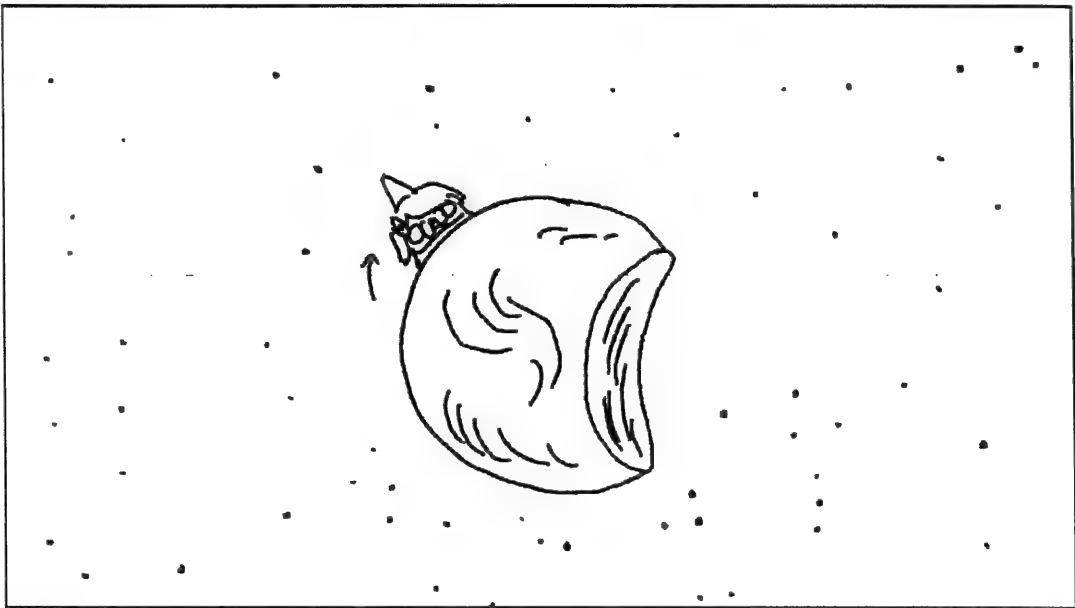


Sc. 122

Pnl. B

Bg.

day night



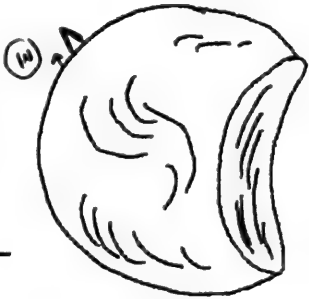
Dialog:

Action:

- CHARLIE WALKS OVER HORIZON.

Timing:

(B)



1034-238

EPISODE #

Production :

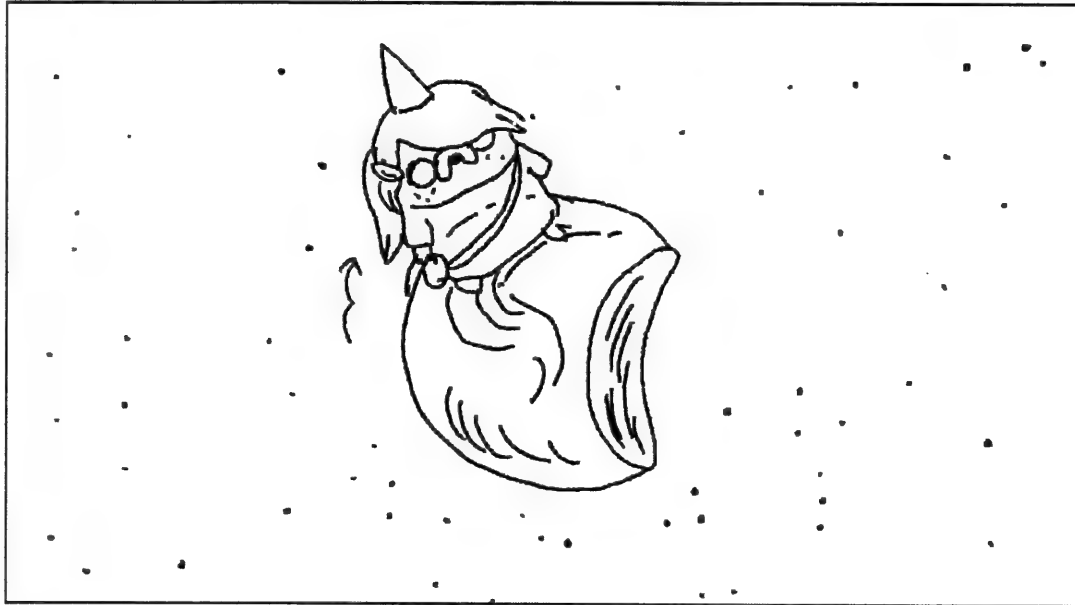


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# ADVENTURE TIME



Sc. 122 Pnl. C Bg. day night



Sc. 122 Pnl. D Bg. day night



Dialog:

Action:

Timing:

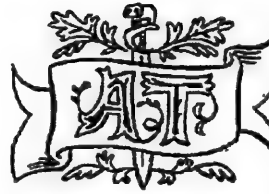






EPISODE # **1034-238** Production :

# ADVENTURE TIME



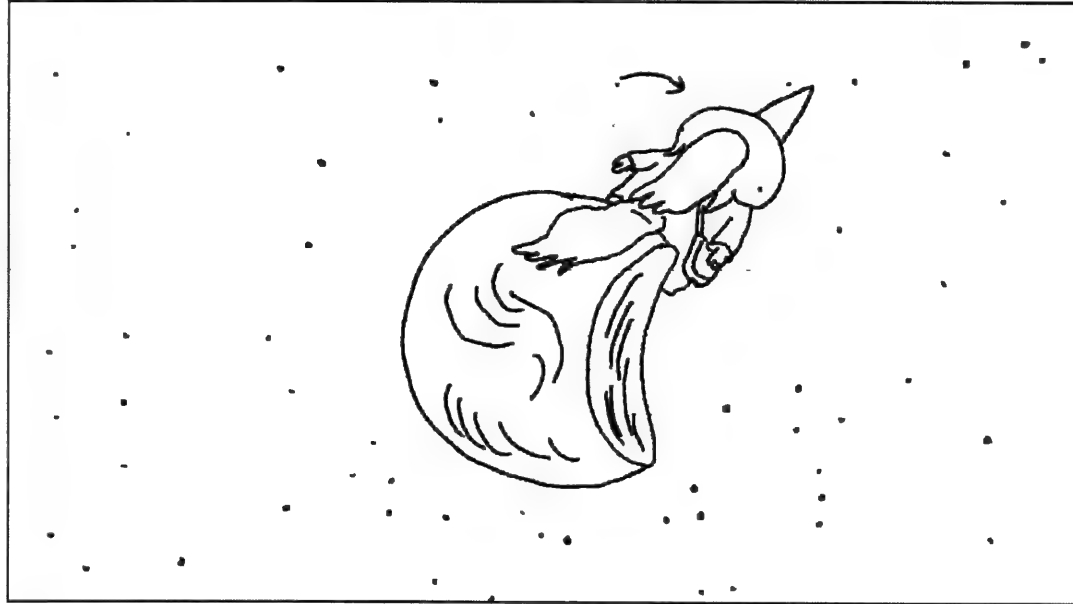
Page 220

Sc. 122

Pnl. E

Bg.

day night

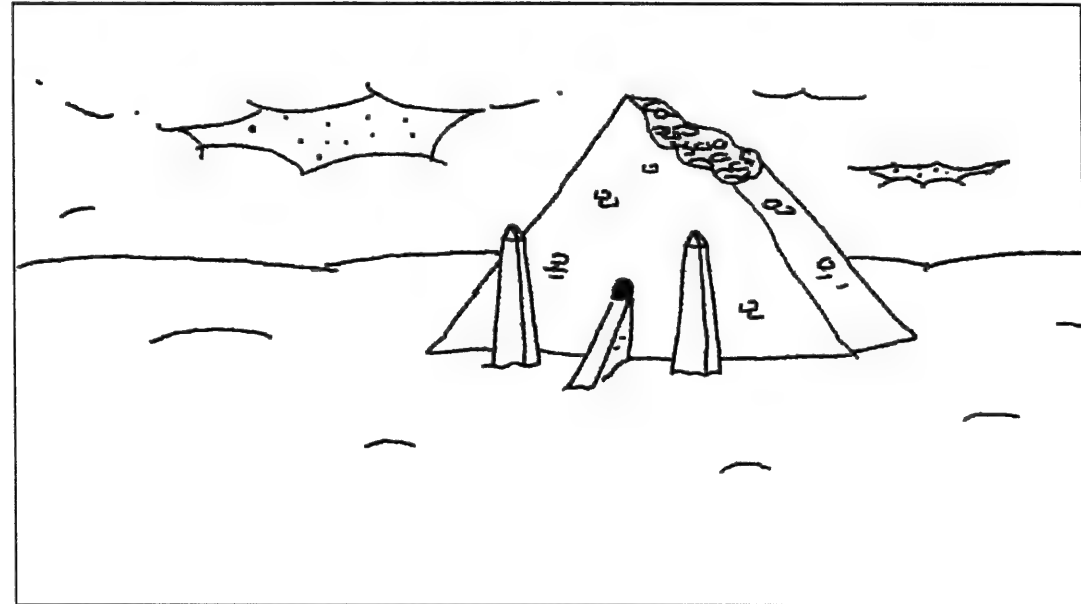


Sc. 123

Pnl. A

Bg.

day night



Dialog:

Action:

- C. WALKS OVER OTHER HORIZON.

Timing:



- EVENING TIME

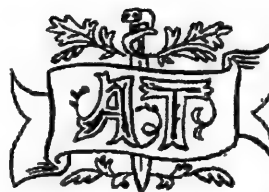
1034-238

EPISODE #

Production :



# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	123	Pnl. 8	Bg.	day	night

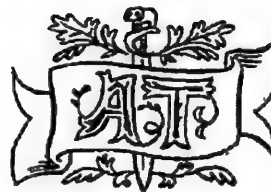
Dialog:
Action:  - C. WALKS ON/S. - C. SHRINKS.
Timing:

1034-238

EPISODE #

Production :

# ADVENTURE TIME



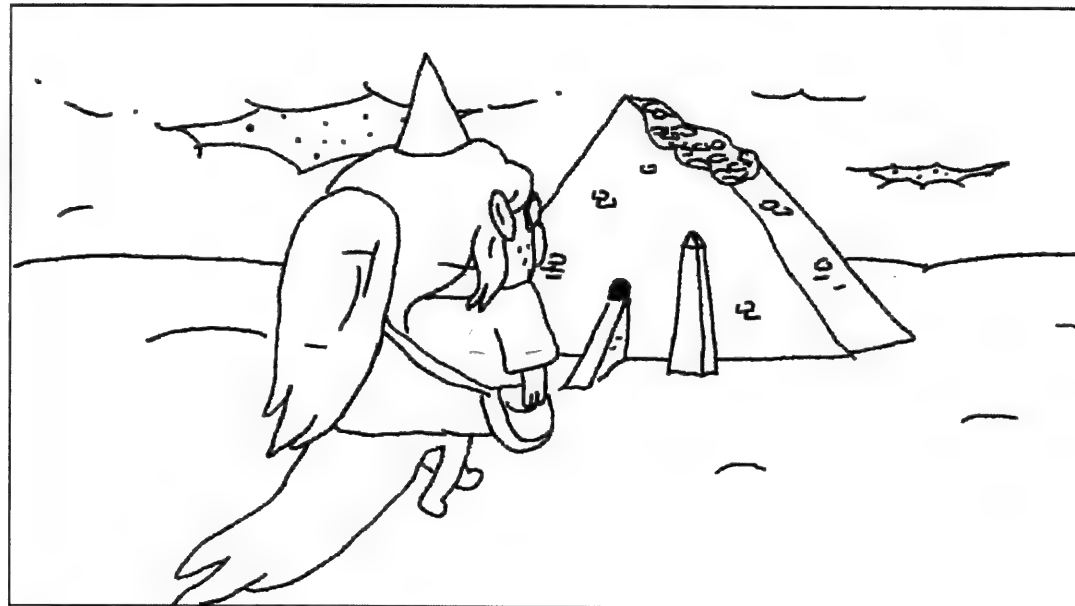
Page 222

Sc. 123

Pnl. C

Bg.

day night

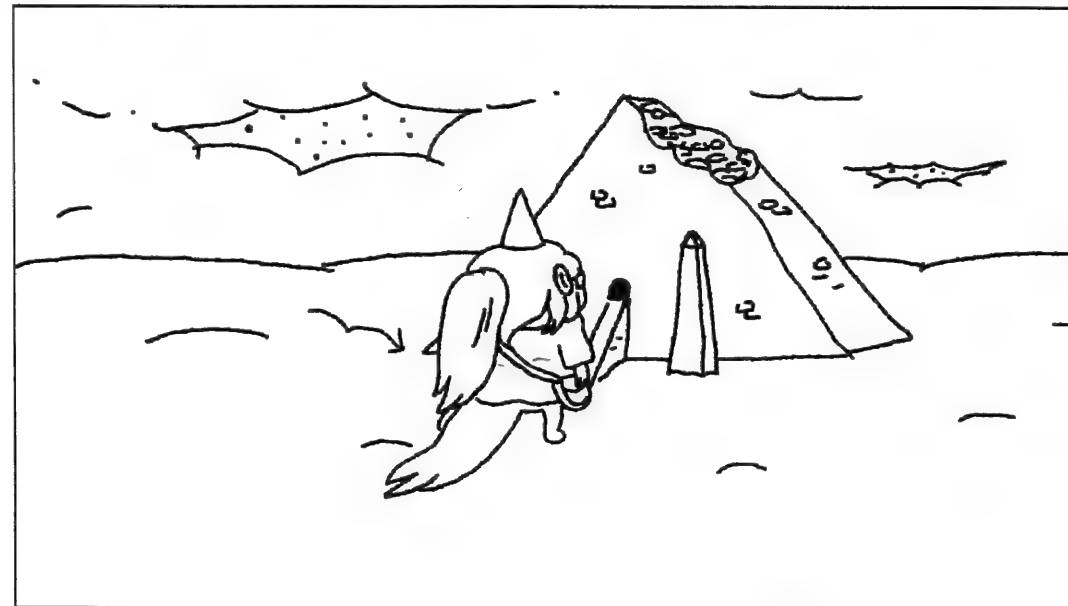


Sc. 123

Pnl. D

Bg.

day night



Dialog:

Action:

- C. APPROACHES PYRAMID.

Timing:



1034-238

EPISODE #



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# ADVENTURE TIME

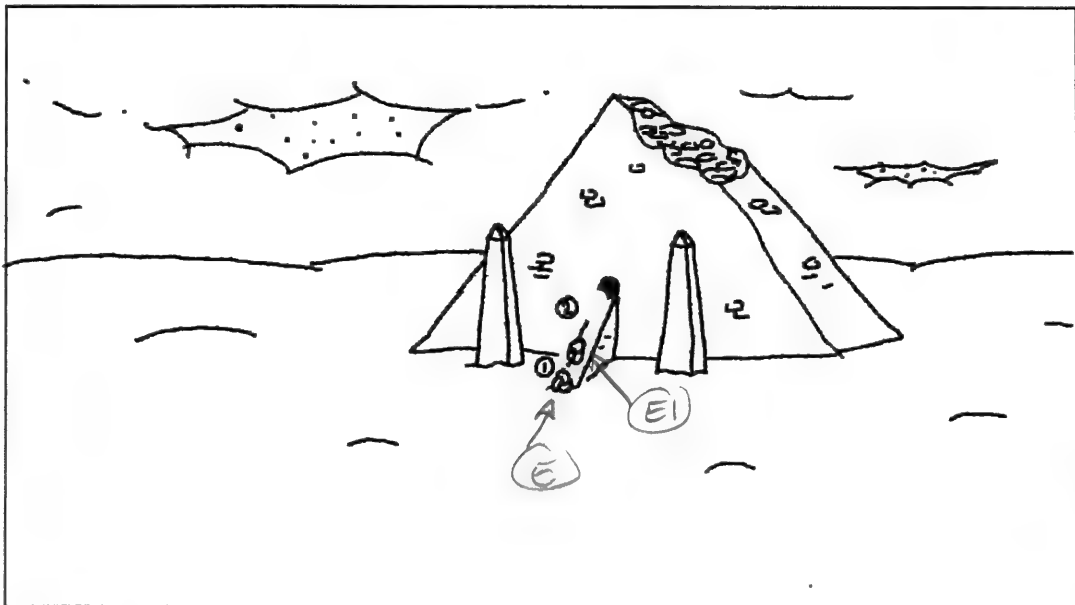


Sc. 123

Pnl. E

Bg.

day night

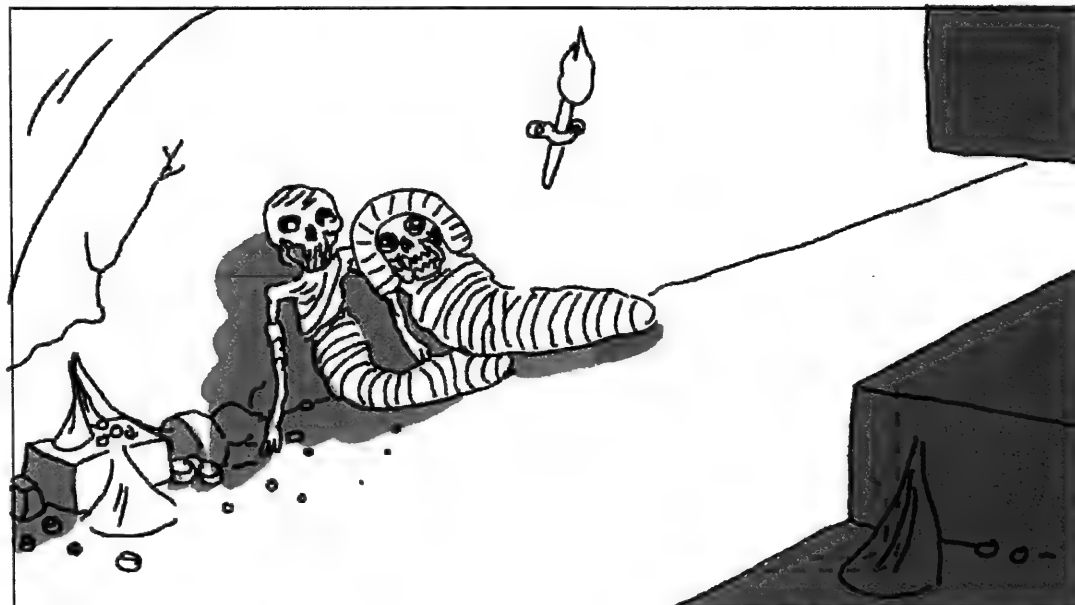


Sc. 124

Pnl. A

Bg.

day night



Dialog:

C/ I'M HOME!

Action:

Timing:

EPISODE # 1034-238

Production :

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# ADVENTURE TIME



Next pg226

PO SC 125

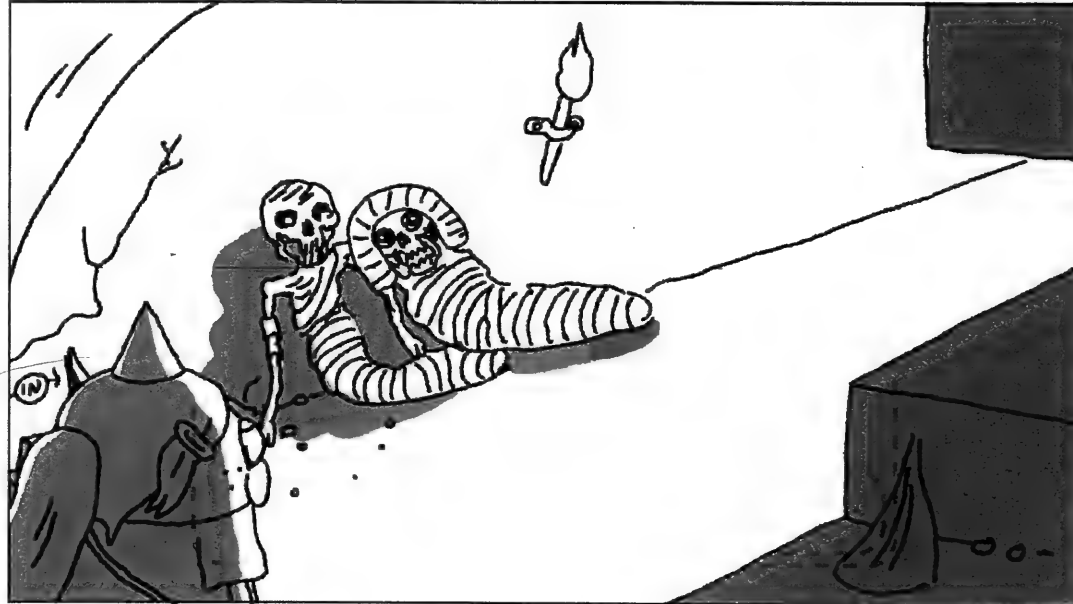
Page 224

Sc. 124

Pnl. B

Bg.

day night

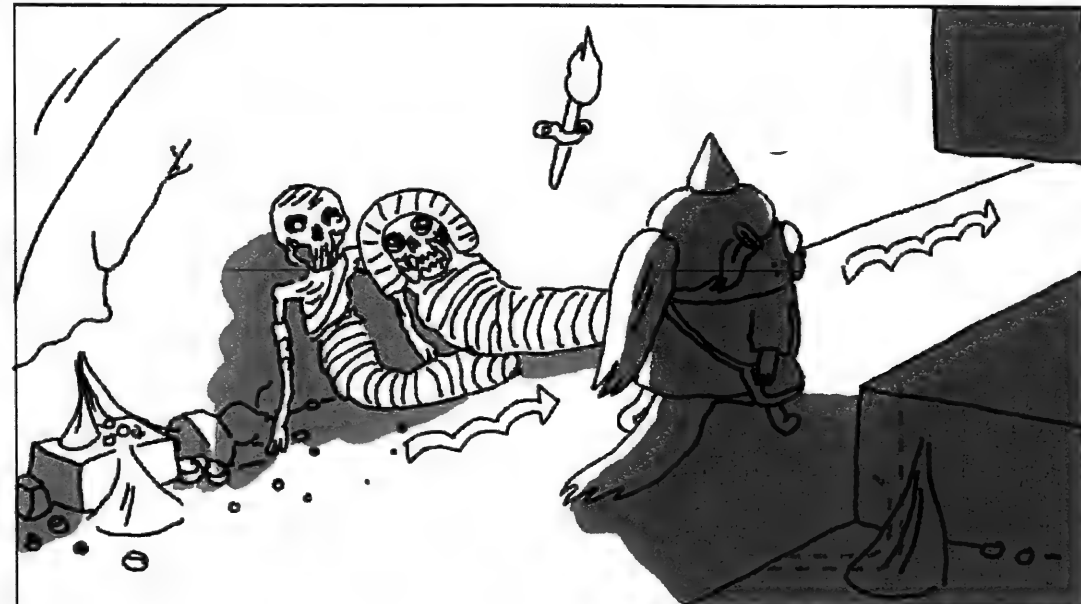


Sc. 124

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

-C. WALKS ON/S.



C/

HEY YOU TWO  
BEEN KISSING?

C/



1034-238

EPISODE #

Production :



NO SC 125

# ADVENTURE TIME



Prev. Pg224

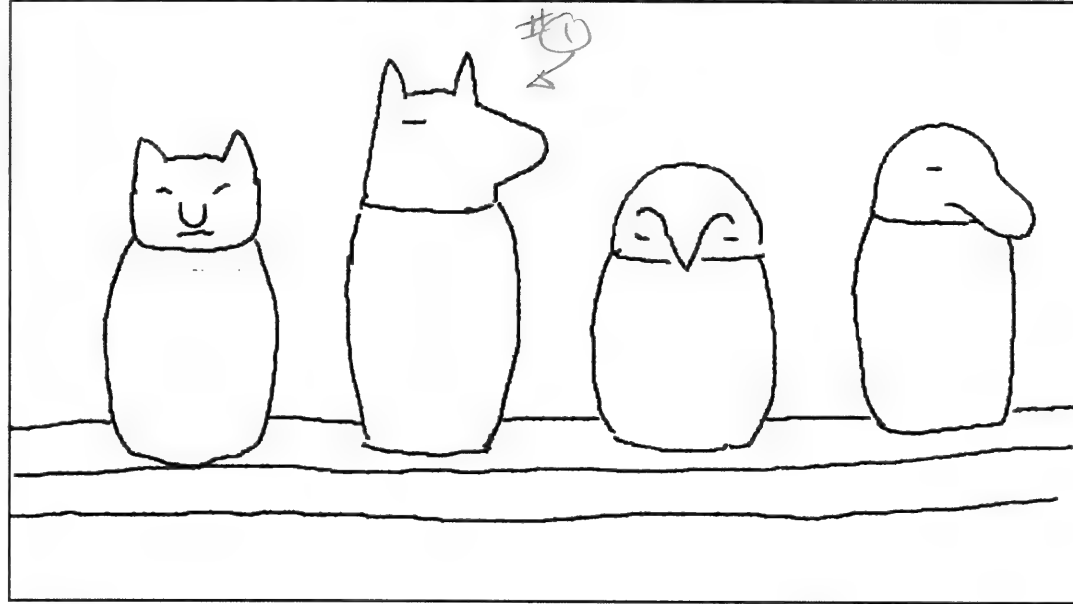
Page 226

Sc. 126

Pnl. A

Bg.

day night

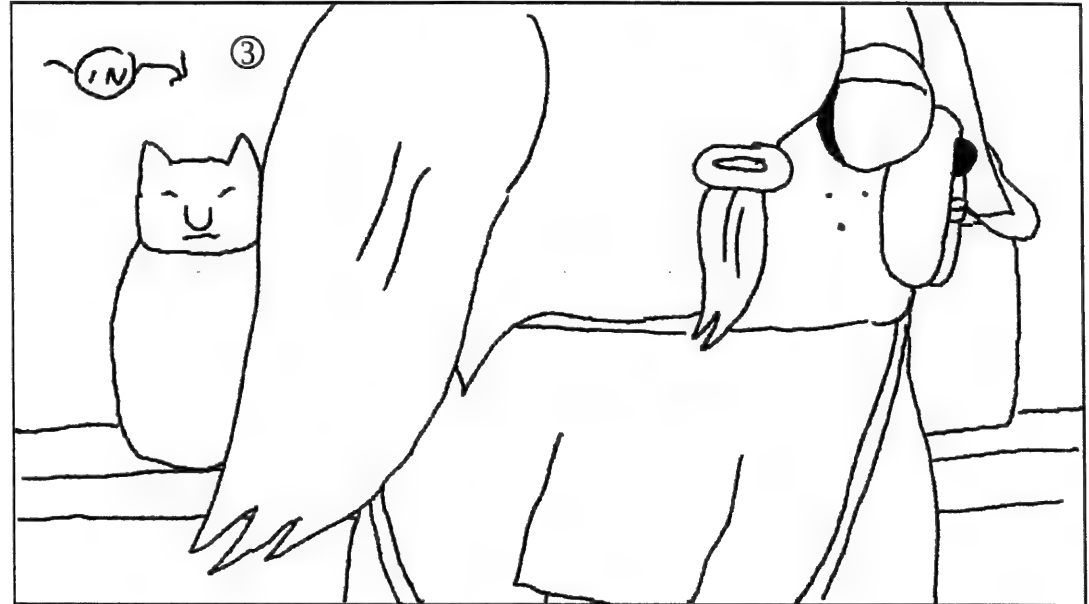


Sc. 126

Pnl. B

Bg.

day night



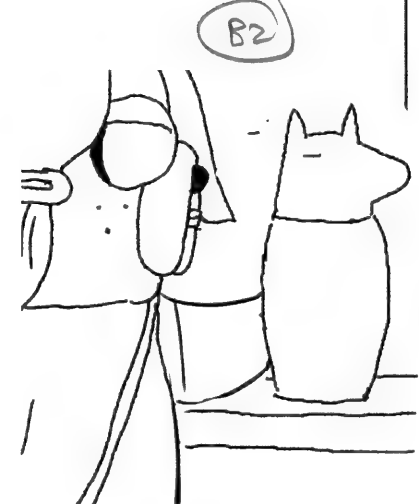
Dialog:

Action:

- CANOPIC JARS.

- C. WALKS  
ON/S.

Timing:



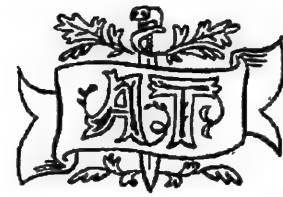
1034-238

EPISODE #

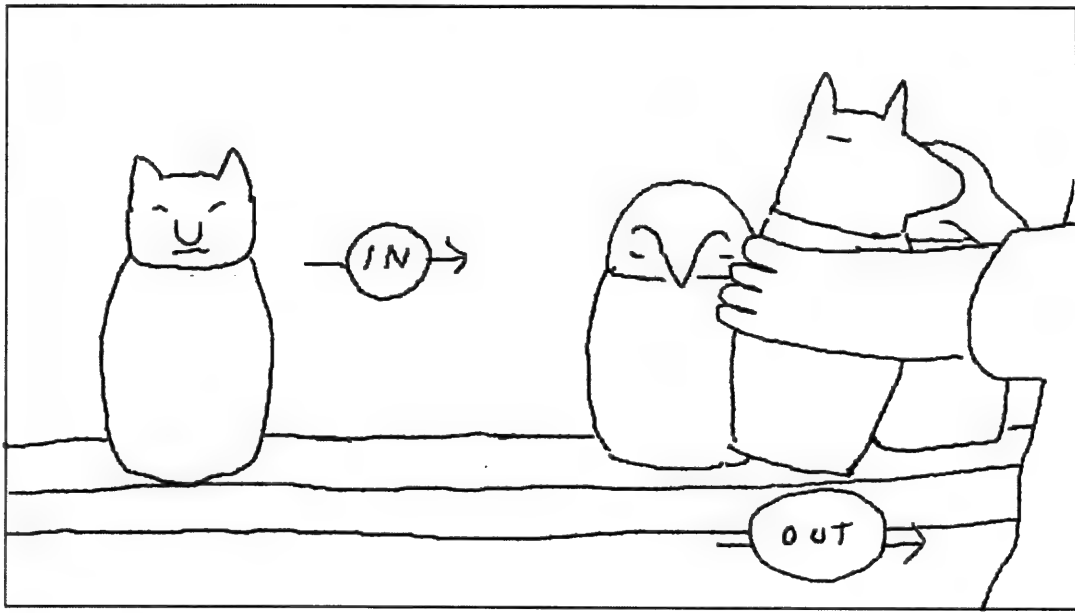
Production :

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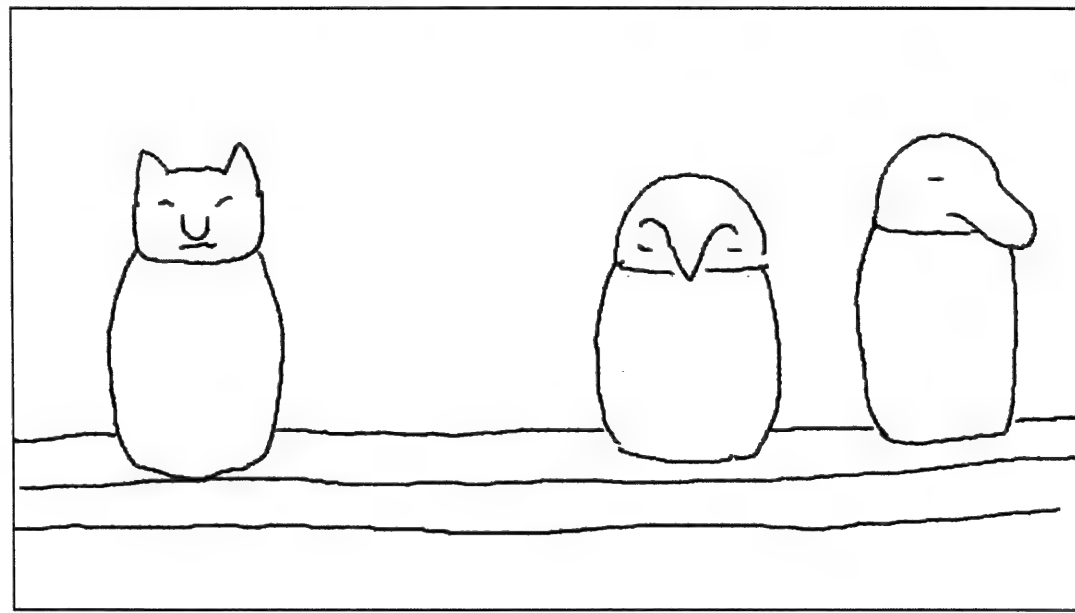
# ADVENTURE TIME



Sc. 126 Pnl. c Bg. day night



Sc. 126 Pnl. D Bg. day night

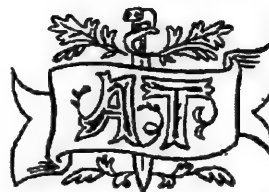


Dialog:	
Action:	- C. GRABS JAR AS SHE PASSES - CHARLIE WALKS OFF/S.
Timing:	

EPISODE # 1034-238  
Production :



# ADVENTURE TIME



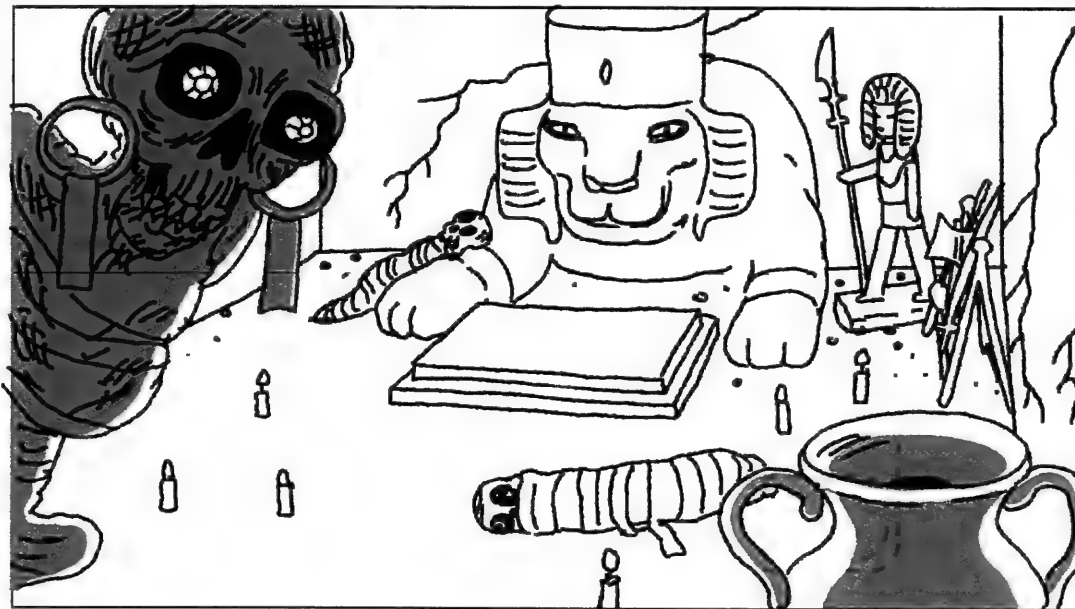
Page 228

Sc. 127

Pnl. A

Bg.

day night

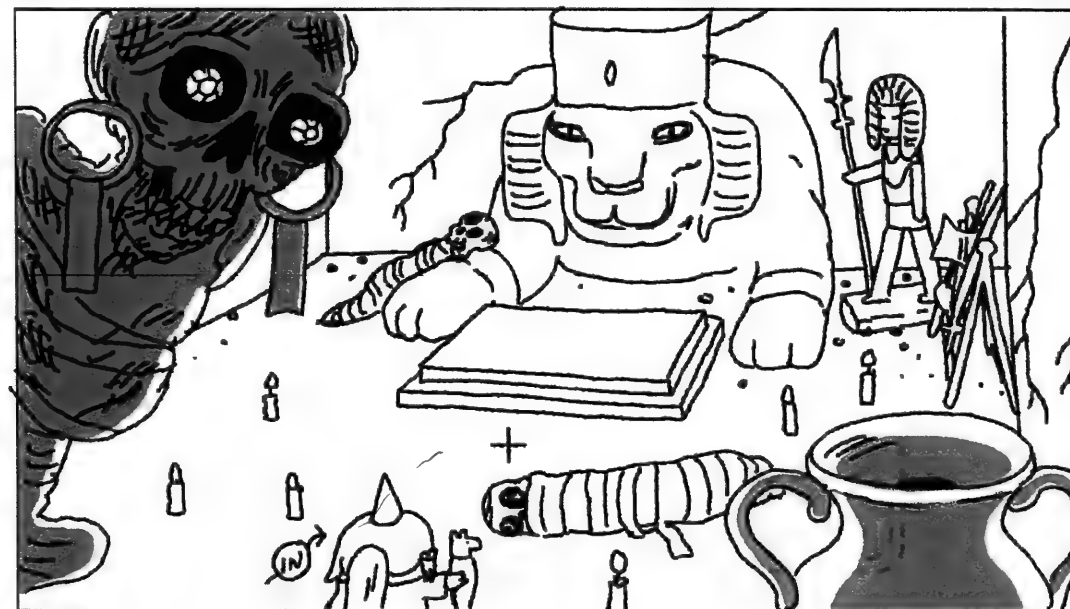


Sc. 127

Pnl. B

Bg.

day night



Dialog:

© WHAT , WHAT !

Action:



- C. WALKS ON/5.

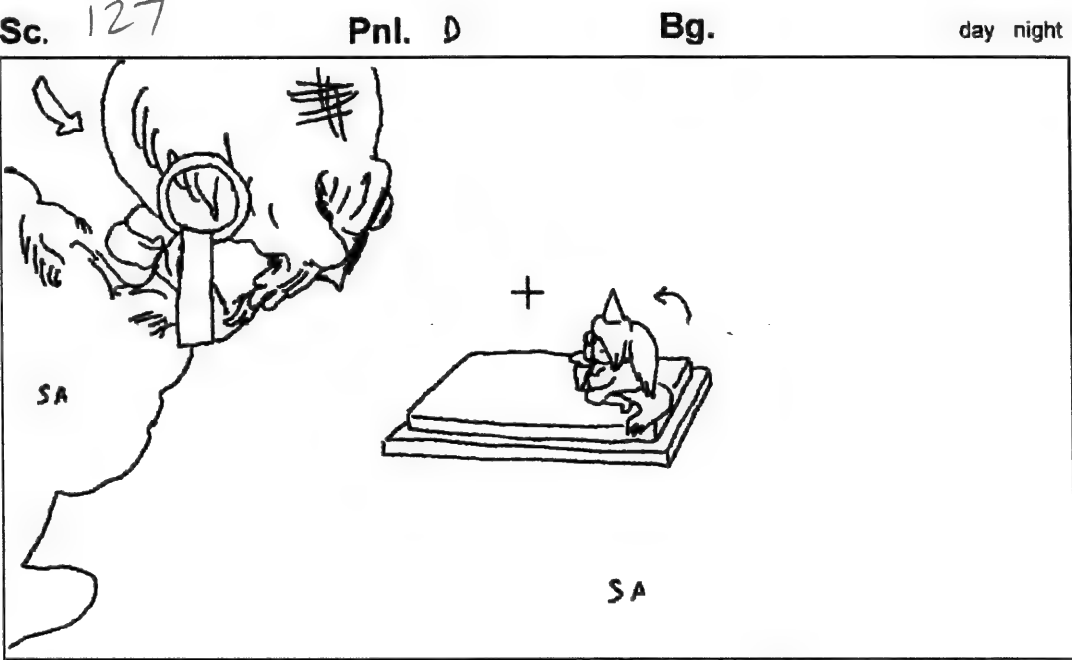
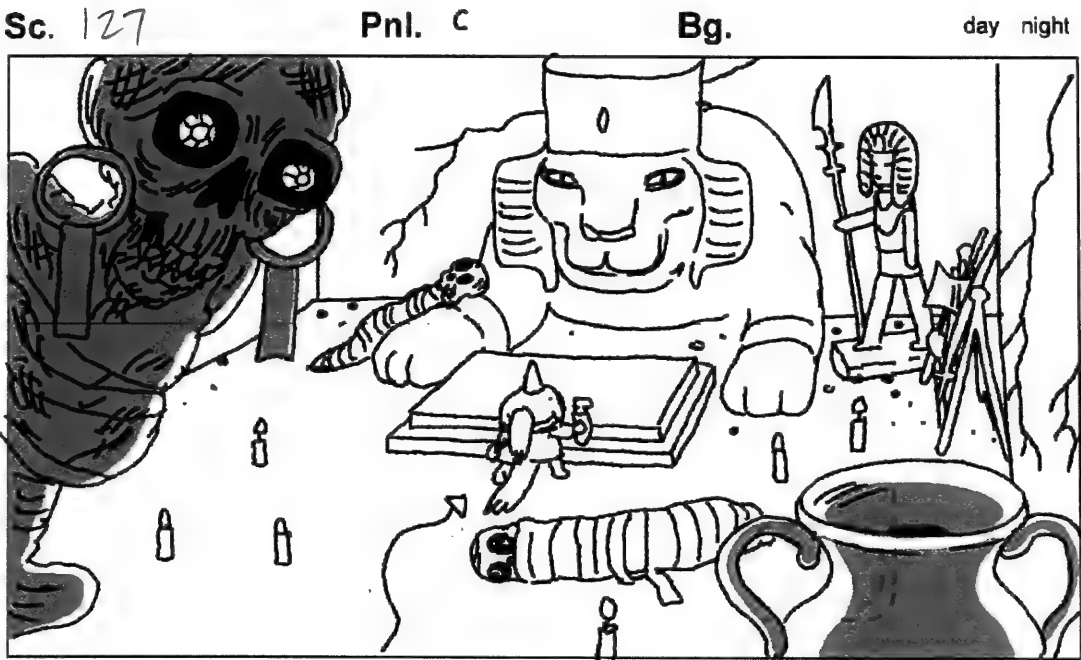
Timing:

EPISODE # 1034-238

Production :

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ADVENTURE TIME



Dialog:	
Action:	<p>(SFX) = CREAK =</p> <p>- C. KNEELS ON PLATFORM.</p> <p>+ (DI) </p>
Timing:	

1034-238 EPISODE # Production :



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ADVENTURE TIME



Sc. 128

Pnl. A

Bg.

day night



Sc. 128

Pnl. B

Bg.

day night



EPISODE # 1034-238

Dialog:

Action:

Timing:

© ME HUNGRY.

- C. OPENS JAR



Production :

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ADVENTURE TIME



Sc. 128 Pnl. c Bg. day night



Sc. 128 Pnl. d Bg. day night



Dialog:	<p>© GOMP!</p> <p>close mouth (A) Bal S/A ©</p> <p>CHW</p> <p>CHW</p> <p>CHW</p>
Action:	<p>- C. EATS JERKY.</p>
Timing:	

EPISODE # 1034-238 Production :



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ADVENTURE TIME



Sc. 128 Pnl. E Bg. day night



Sc. 128 Pnl. F Bg. day night



Dialog:
Action:
Timing:

- C. OPENS BAG.

EPISODE # 1034-238 Production :

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ADVENTURE TIME



Sc. 128

Pnl. 6

Bg.

day night



Sc. 128

Pnl. H

Bg.

day night



Dialog:

Action:

- C. TAKES OUT BONE + HAIR.

C. PLACES BONE.

Timing:

1034-238

EPISODE #

Production :



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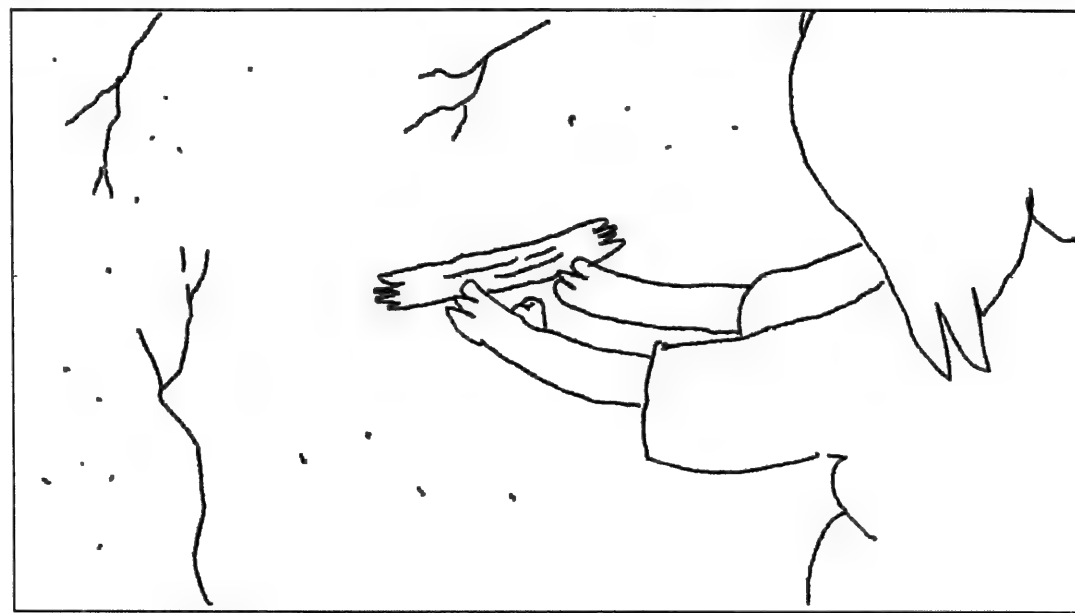
# ADVENTURE TIME



Sc. 128 Pnl. I Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:
Action: - C. PLACES RAIN/CORN HAIR.
Timing:

EPISODE # 1034-238 Production :

# ADVENTURE TIME



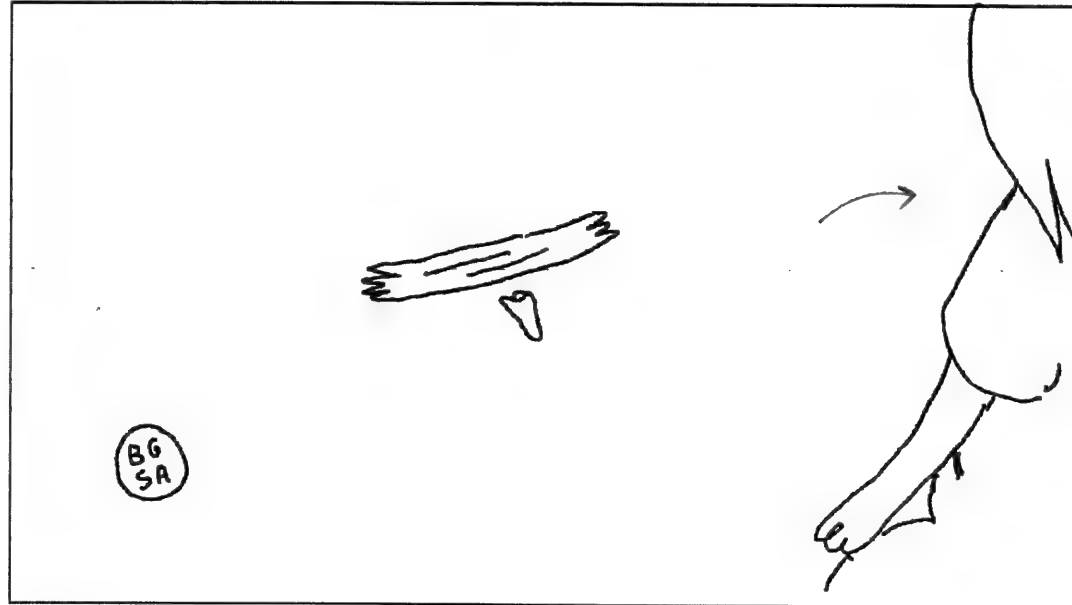
Page 235

Sc. 129

Pnl. B

Bg.

day night

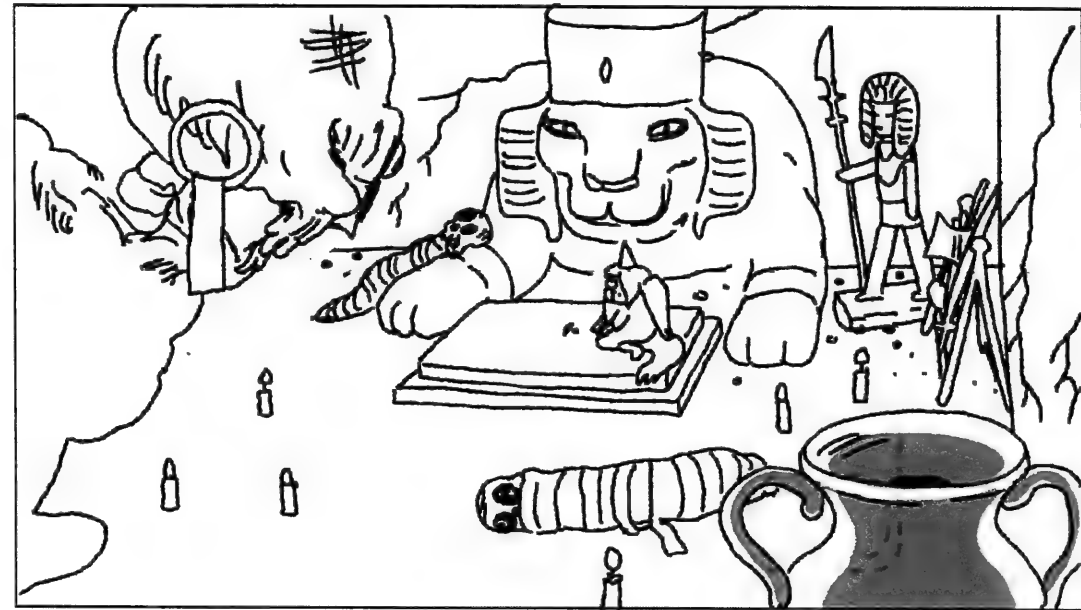


Sc. 130

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

1034-238

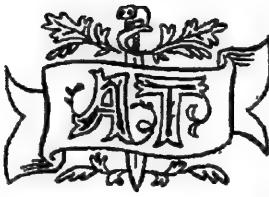
EPISODE #

Production :

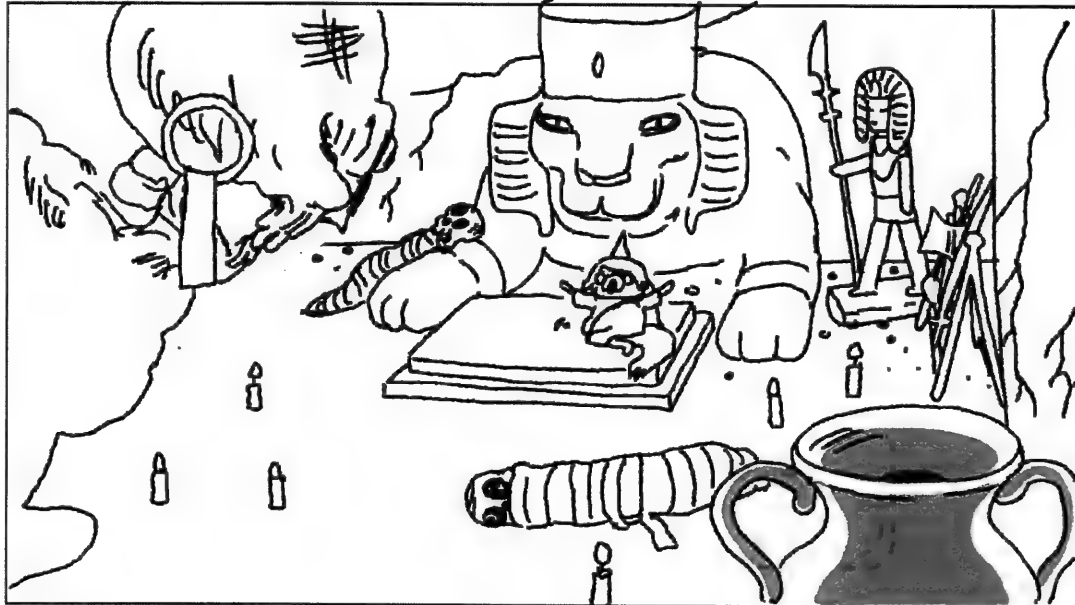


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ADVENTURE TIME



Sc. 130 Pnl. B Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:
© ALL Y'ALL KEEP QUIET! CHARLIE'S FLEXIN'!
Action:
- C. LOOKS TO ROOM,
Timing:

EPISODE # 1034-238  
Production :

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ADVENTURE TIME



Sc. 131 Pnl. B Bg. day night



Sc. 131 Pnl. C Bg. day night



Dialog:

Action: - C. OPENS BAG.

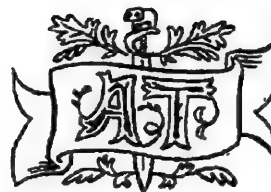
Timing:

EPISODE # 1034-238

Production :



# ADVENTURE TIME



Page 238

Sc. 131

Pnl. D

Bg.

day night



Sc. 131

Pnl. E

Bg.

day night



Dialog:

© LET'S SEE, FINALLY  
I'VE GOT THE HAIR OF THE  
MOTHER, AND A BONE OF THE  
FATHER.

Action:

Timing:

1034-238

EPISODE #

Production :

ADVENTURE TIME



Sc. 131

Pnl. F

Bg.

day night



Sc. 131

Pnl. G

Bg.

day night



Dialog:

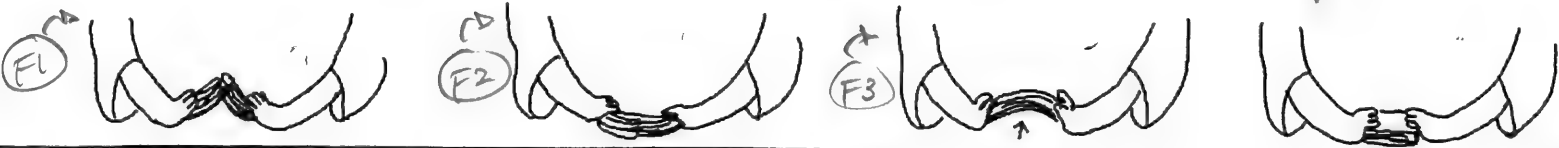
©

TIME TO DO A RARE TURBO BOOSTED  
PERSONAL READING.

Action:

-C. SHUFFLES

Timing:



1034-238

EPISODE #

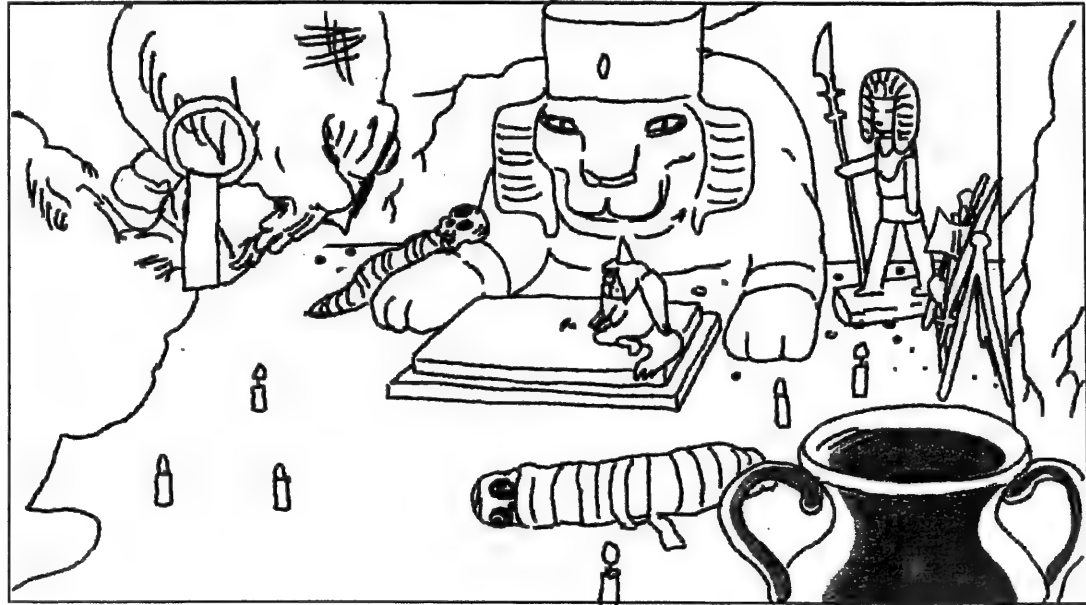
Production :



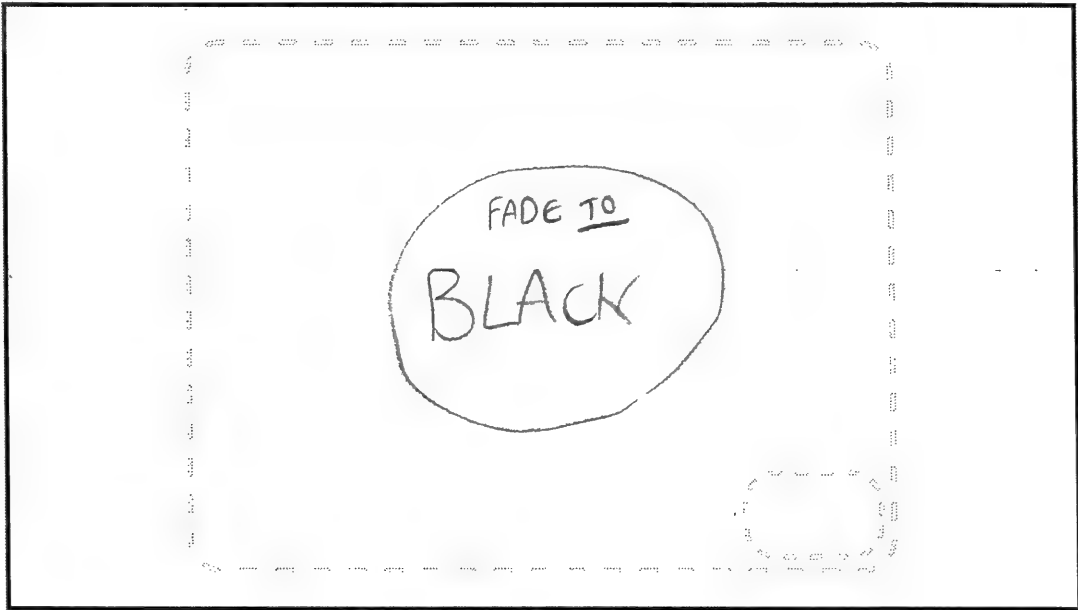
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: SHUFFLING 1 "Self-Care Mega (line)"
Action:	(A) [Hand-drawn sketch of a character's head]
Timing:	

EPISODE # 1034-238

Production:

ADVENTURE TIME

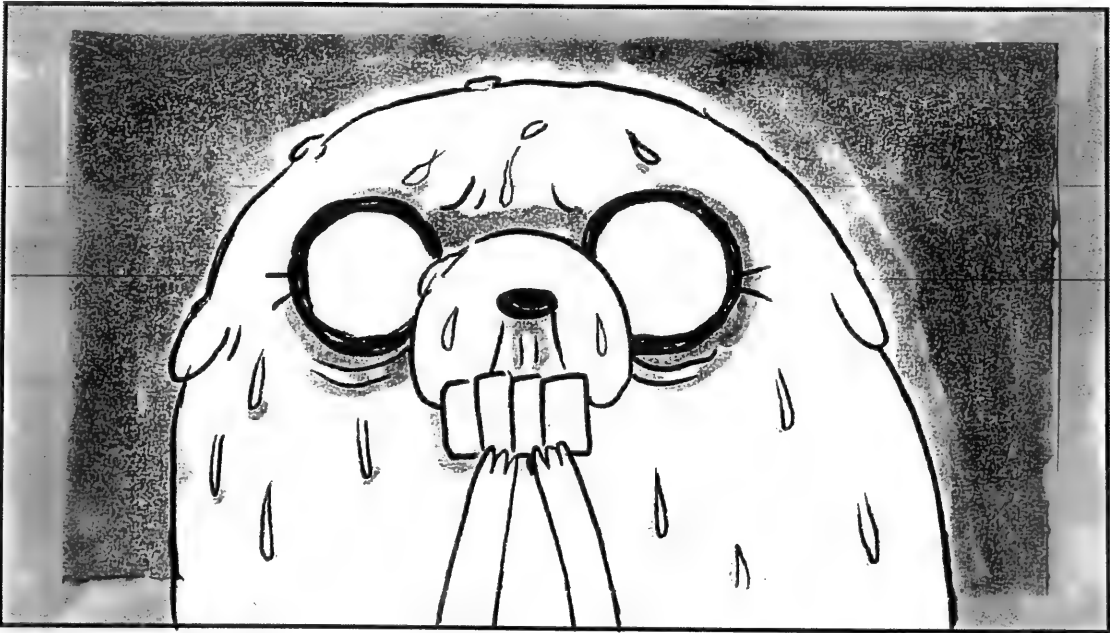


Sc. 133

Pnl. A

Bg.

day night

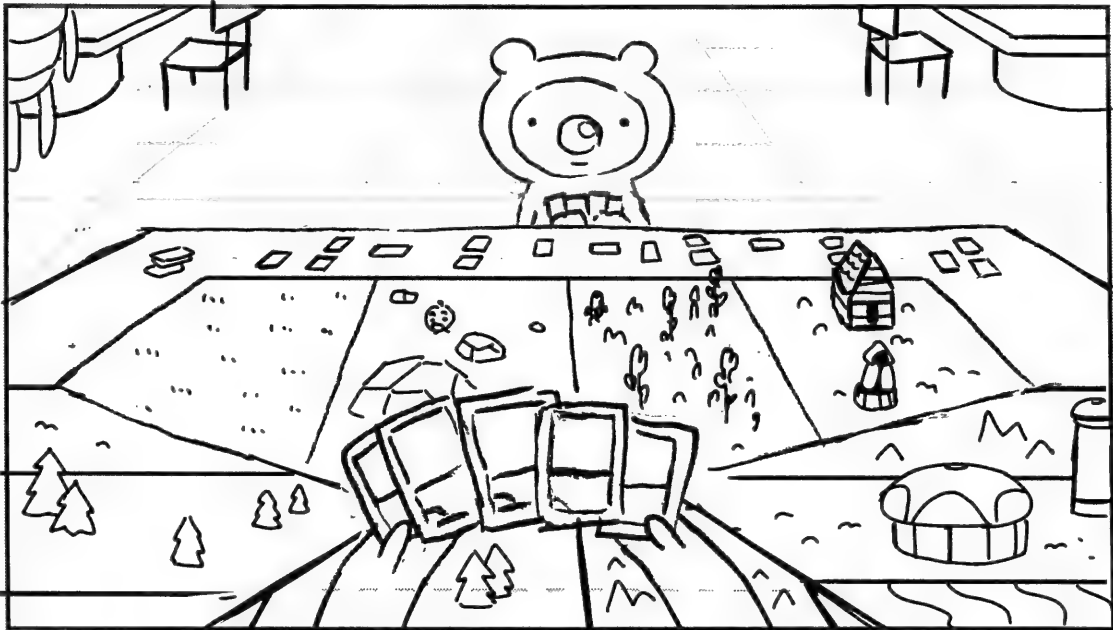


Sc. 134

Pnl. A

Bg.

day night



Dialog:

(9/5) TA It's SEMI-FINAL ROUND AND  
MR. OUTRAGEOUS HAS JAKE ON THE ROPES...

J (V6) HE'S GOT ME  
DEAD TO RIGHTS...

Action:

-JAKE SWEATING PROFUSELY,  
FADE OUT

-JAKE POV of MR. OUTRAGEOUS

Timing:

1034-238

EPISODE #

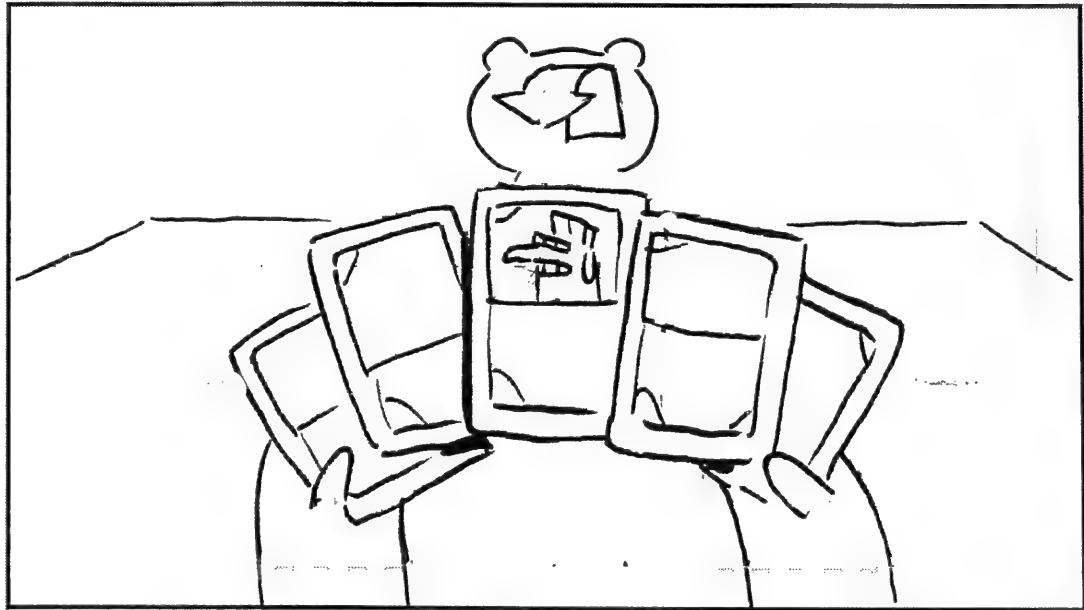
Production:



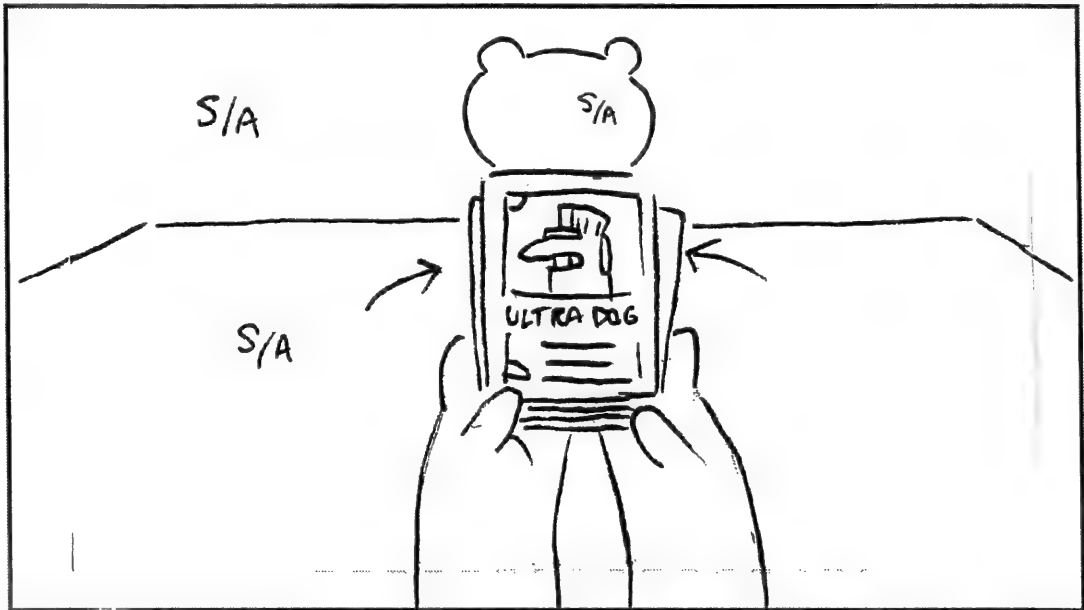
ADVENTURE TIME



Sc. 134 Pnl. B Bg. day night



Sc. 134 Pnl. C Bg. day night



Dialog:

① (v/o) BUT I CAN STILL PLAY MY  
ULTRA DOG AND FORCE A DRAW...

Action:

- J, BRINGS CARDS CLOSER.

Timing:

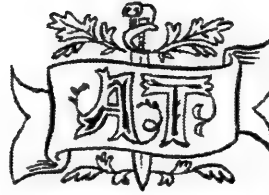
① (v/o) AND WHILE TECHNICALLY  
A LEGAL MOVE --

- J, MOVES ULTRA-DOG TO THE FRONT  
OF HAND.

EPISODE # 1034-238

Production:

# ADVENTURE TIME



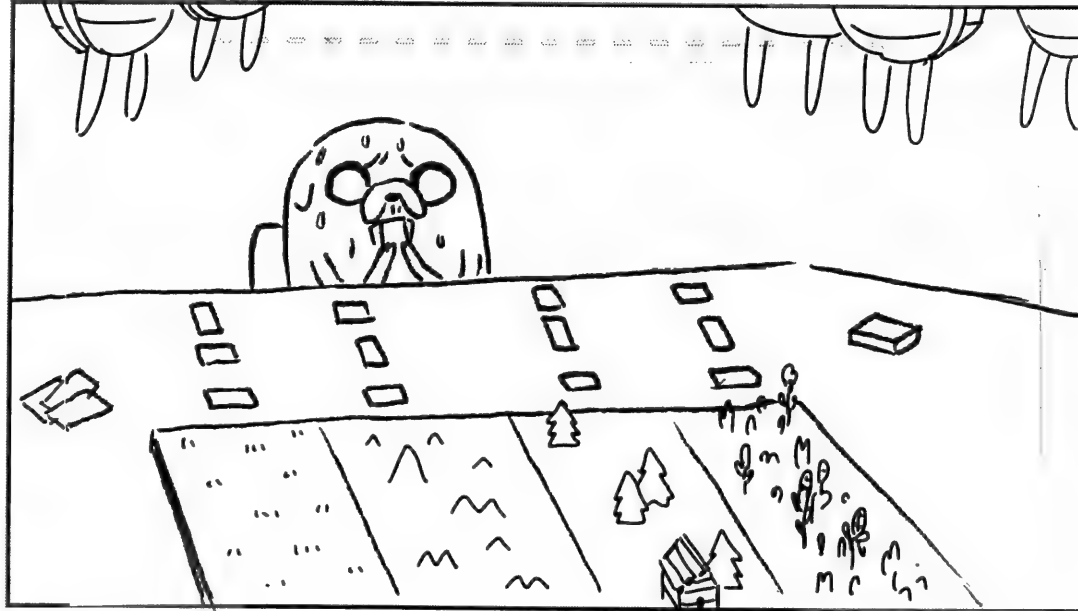
Page 243

Sc. 135

Pnl. A

Bg.

day night

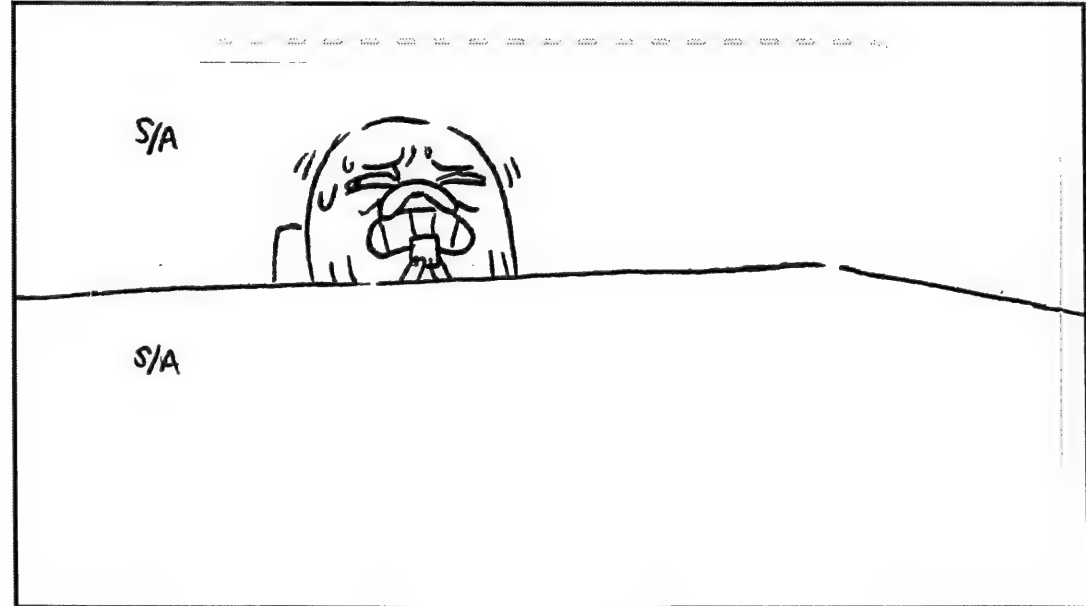


Sc. 135

Pnl. B

Bg.

day night



Dialog:

① IT'S CONSIDERED A LOW-CLASS  
MANEUVER THIS LATE IN THE tourney.

① NNNN... what I do?

Action:

- J SHAKES WITH STRESS.

Timing:

1034-238

EPISODE #

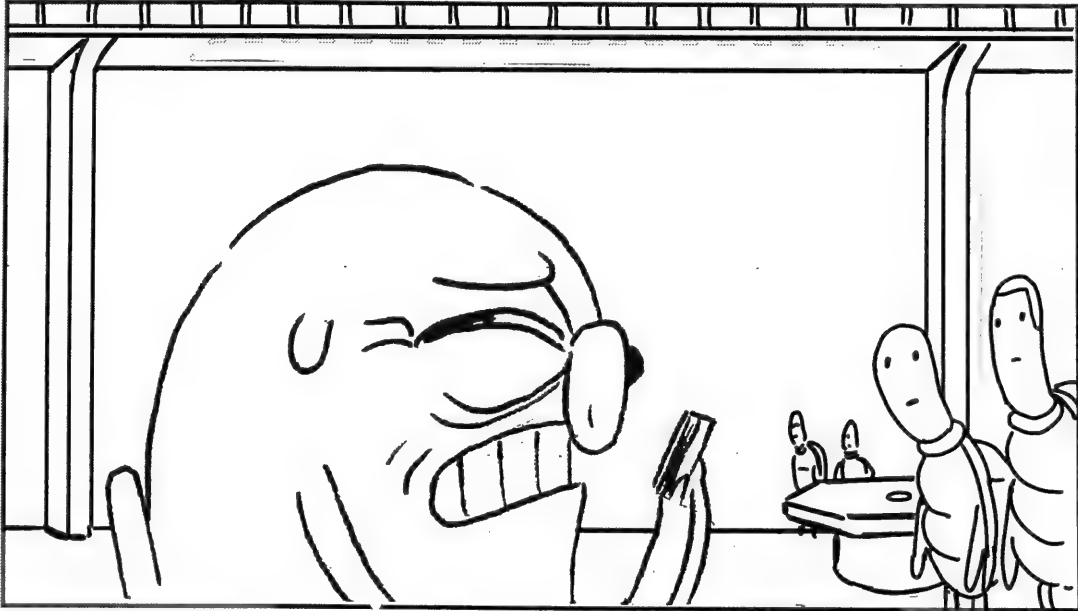
Production:



ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

(VS)  
JAKE-20 : JAKE ...

Action:

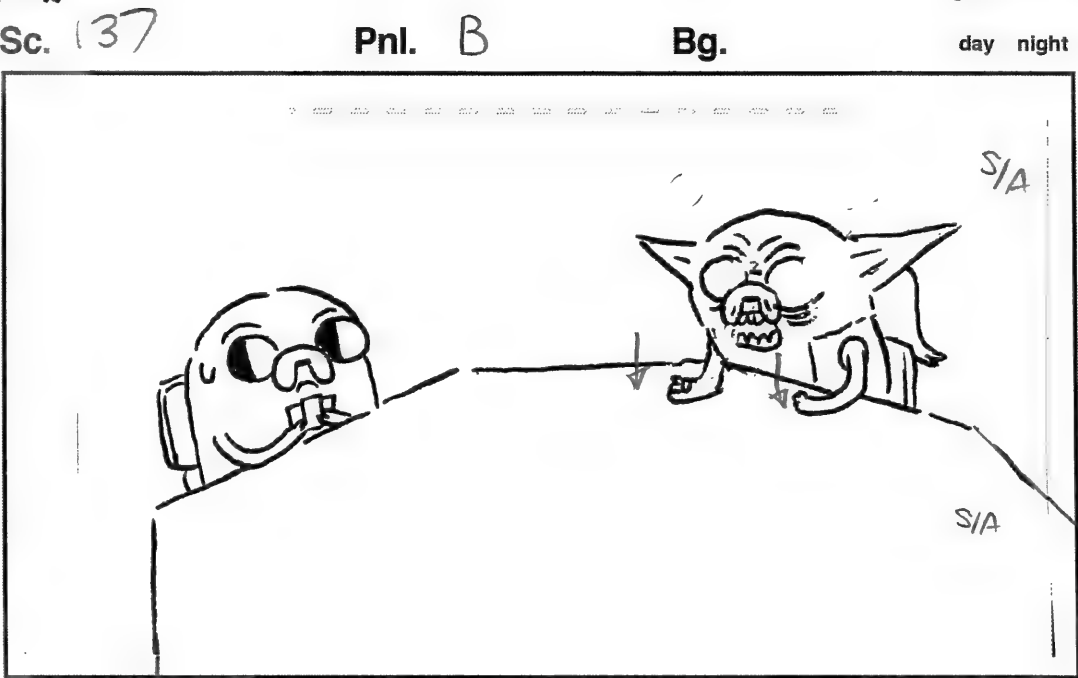
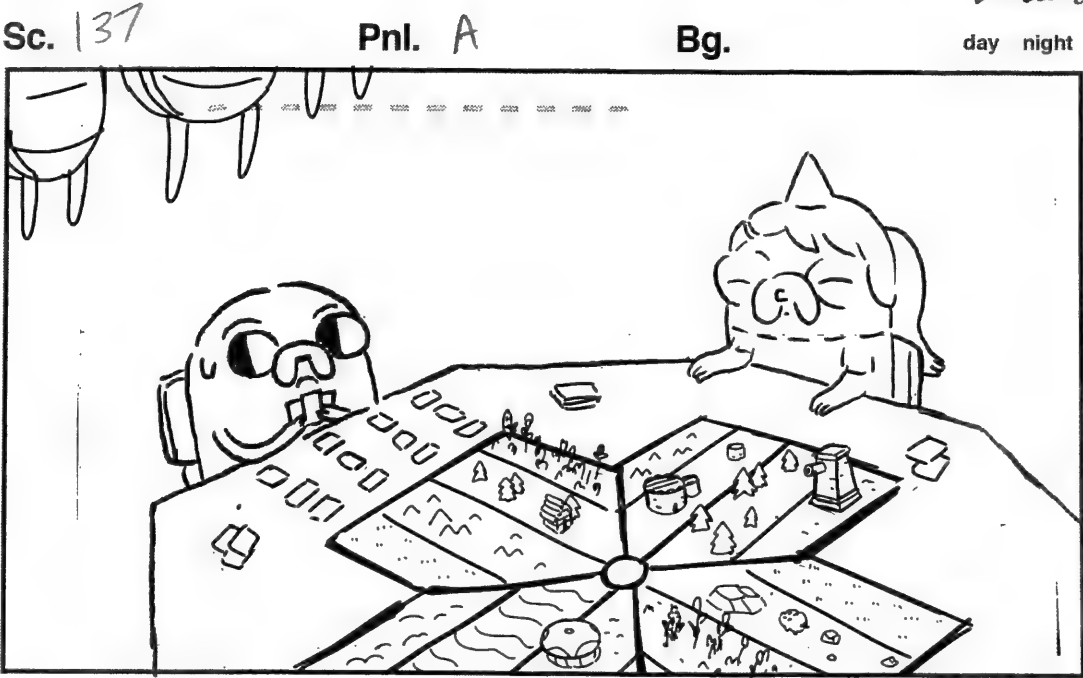
- J. TREMBLING.

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Dialog:

J20: DO IIIIT...

Action:

- JAKE-CHARLIE TRANSFORMS INTO JAKE-20. (BI)

Timing:



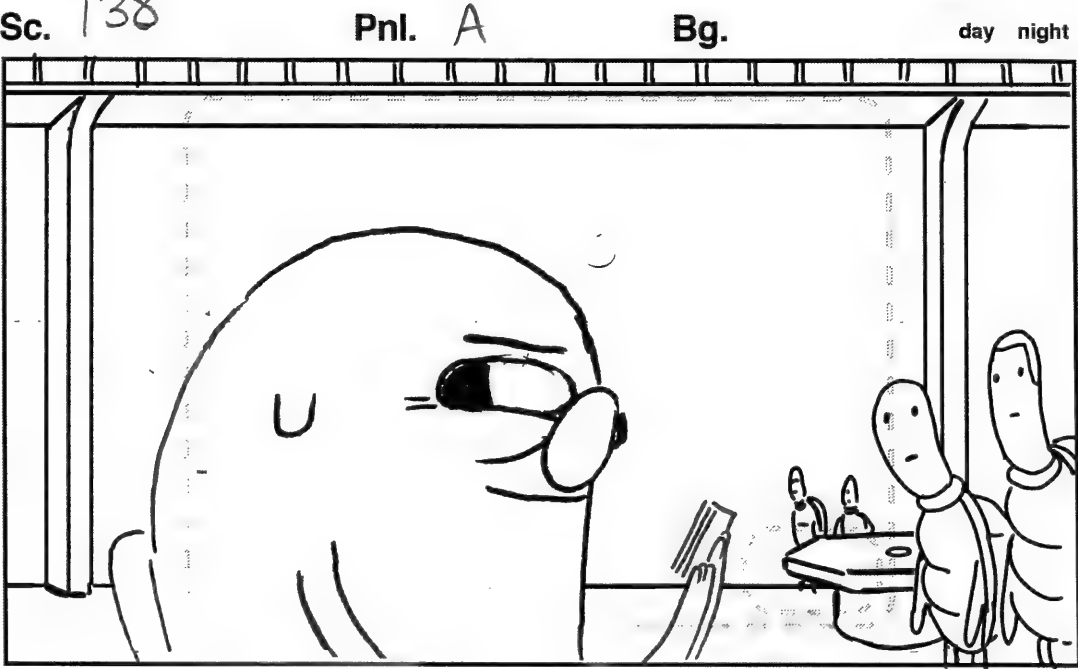
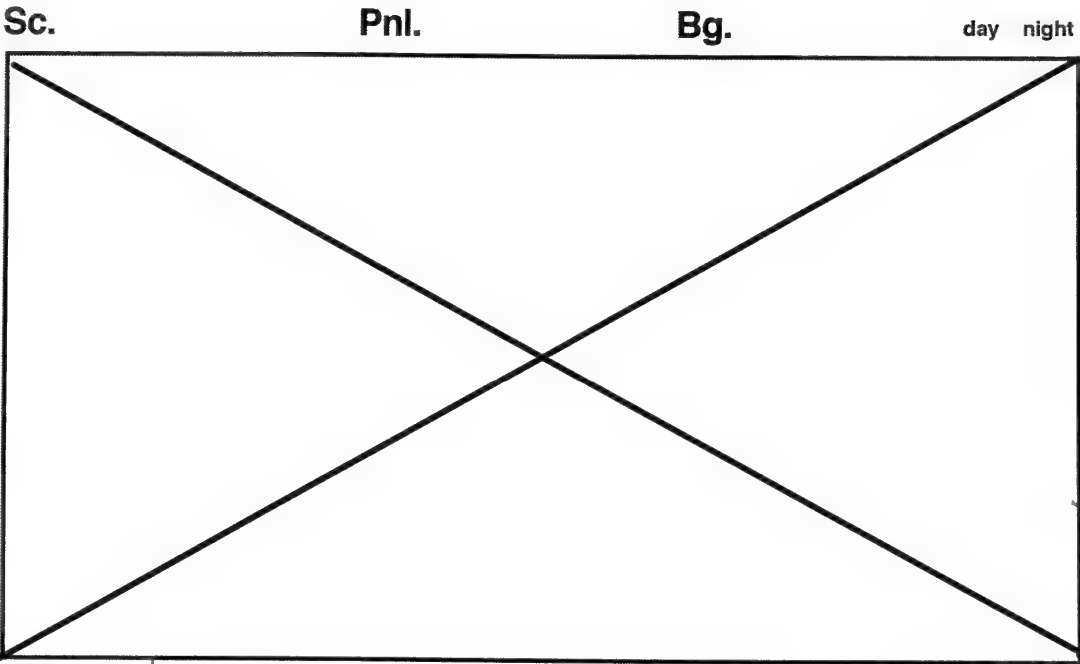
1034-238

EPISODE #

Production:



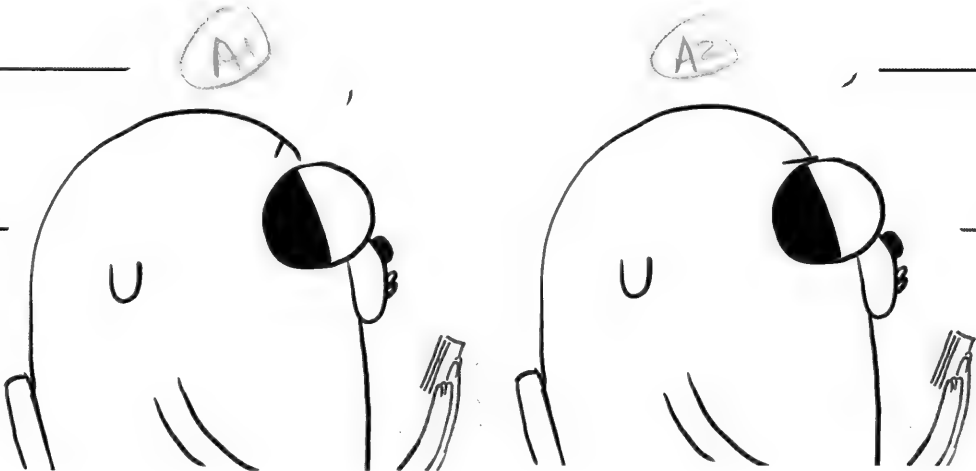
ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE # 1034-238

Production:

# ADVENTURE TIME



Page 247

Sc. 138

Pnl. B

Bg.

day night

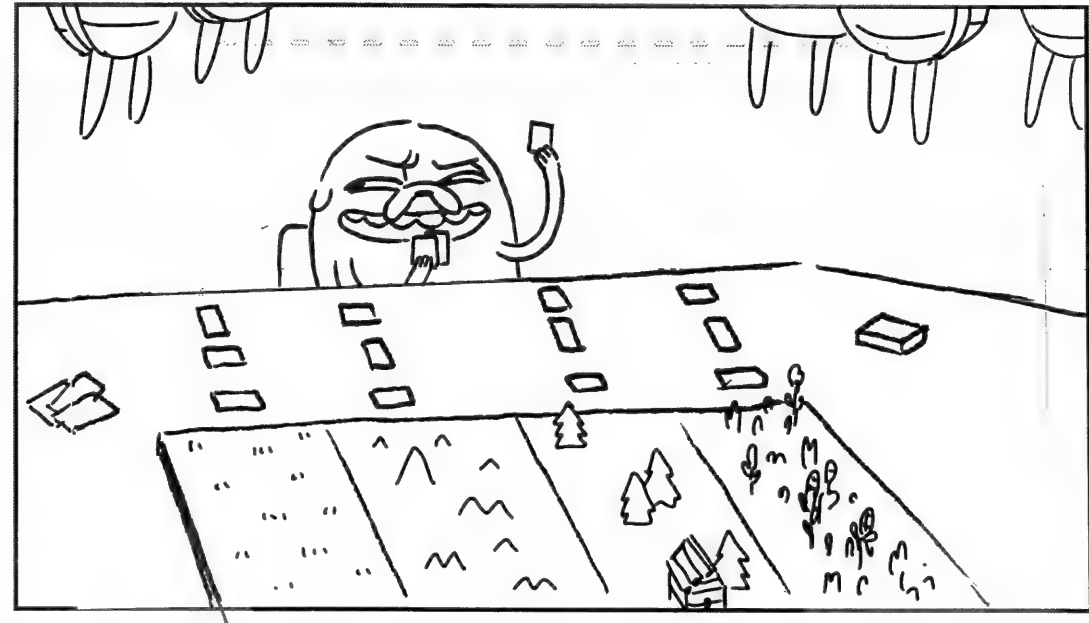


Sc. 139

Pnl. A

Bg.

day night



Dialog:

(J) YEAH... I PLAY...

Action:

-J, HOLDS UP  
ULTRA-DAG CARD

Timing:



1034-238

EPISODE #

Production:



ADVENTURE TIME



Sc. 139 Pnl. B Bg. day night

Sc. 139 Pnl. C Bg. day night

Dialog:

① ULTRA DOG!

SFX: \*VOOP\*

Action:

- J. SLAPS DOWN CARD.

- ULTRA-DOG RISES FROM BOARD.

Timing:

(B1)

EPISODE # 1034-238

Production:

# ADVENTURE TIME



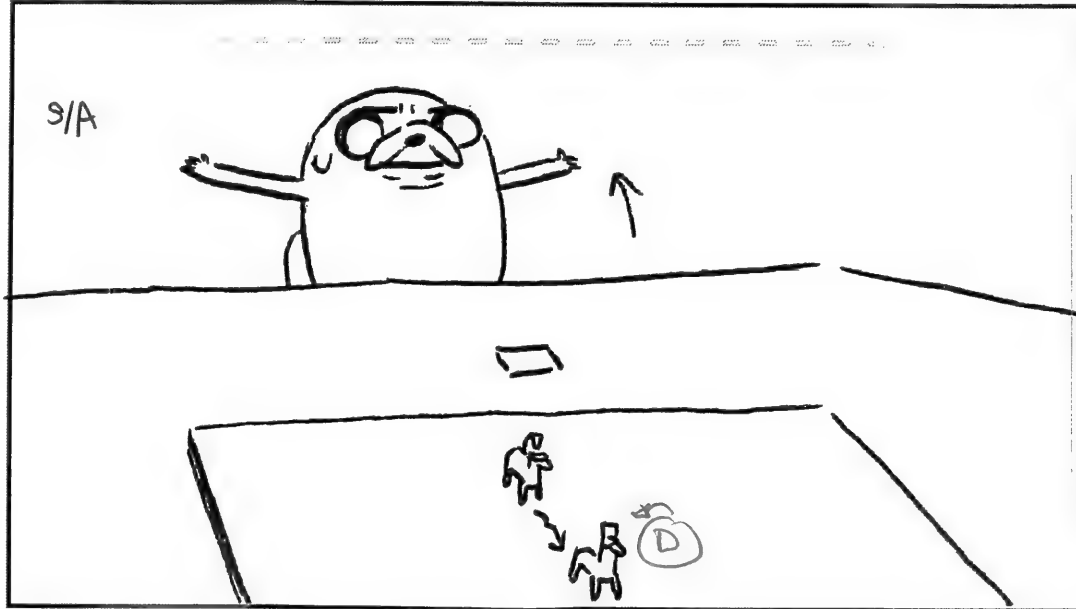
Page 249

Sc. 139

Pnl. D

Bg.

day night

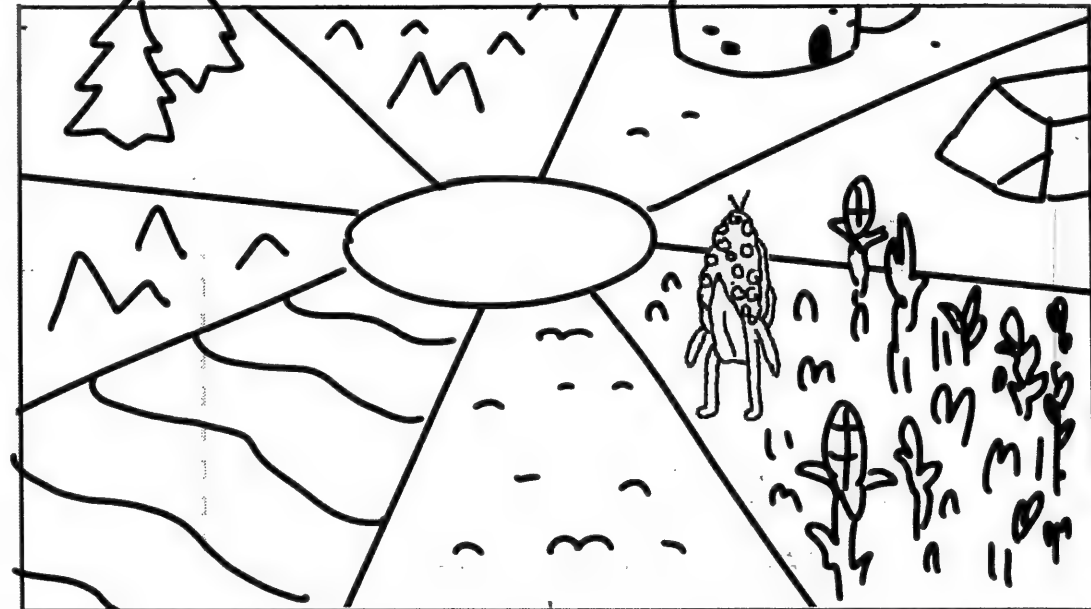


Sc. 140

Pnl. A

Bg.

day night



Dialog:

TA: <sup>(Vo)</sup> A SHOCKING MOVE

Action:

- ULTRA DOG MARCHES FORWARD.

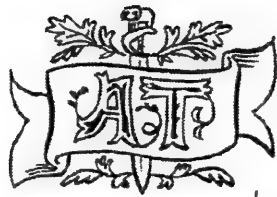
Timing:



EPISODE # 1034-238

Production:

ADVENTURE TIME




Sc. 140

Pnl. B

Bg.

day night



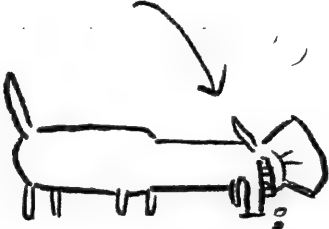
S/A

Sc. 140

Pnl. C

Bg.

day night



S/A

Dialog:


SFX: \*CHUNK!\*


Action:

- ULTRA DOG MARCHES ON/ (BL)

- ULTRA DOG HAMMERS GROUND

Timing:





EPISODE # 1034-238

Production:



ADVENTURE TIME

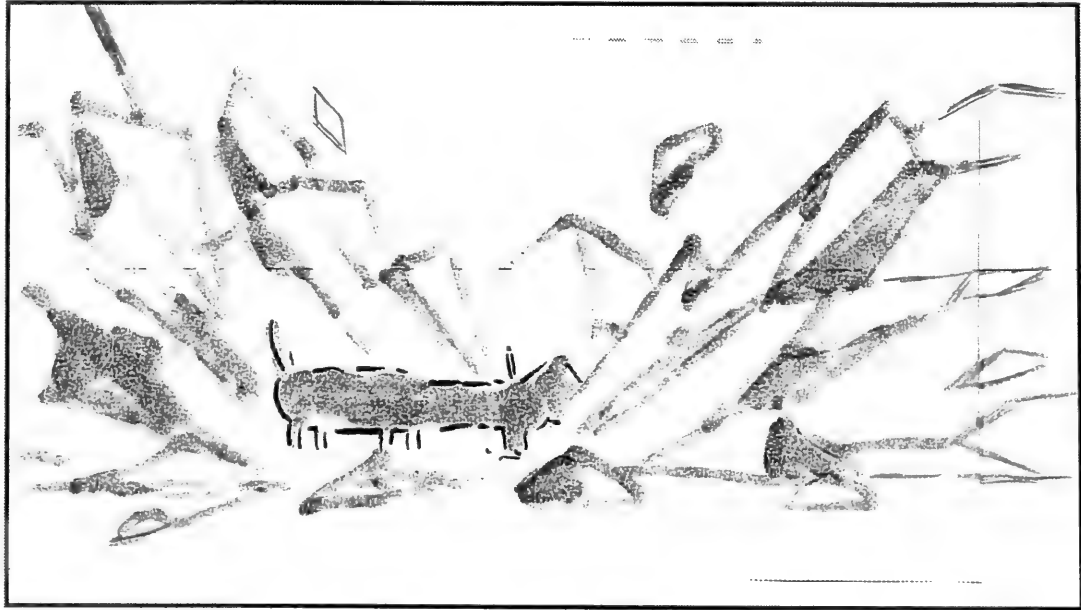


Sc. 140

Pnl. D

Bg.

day night

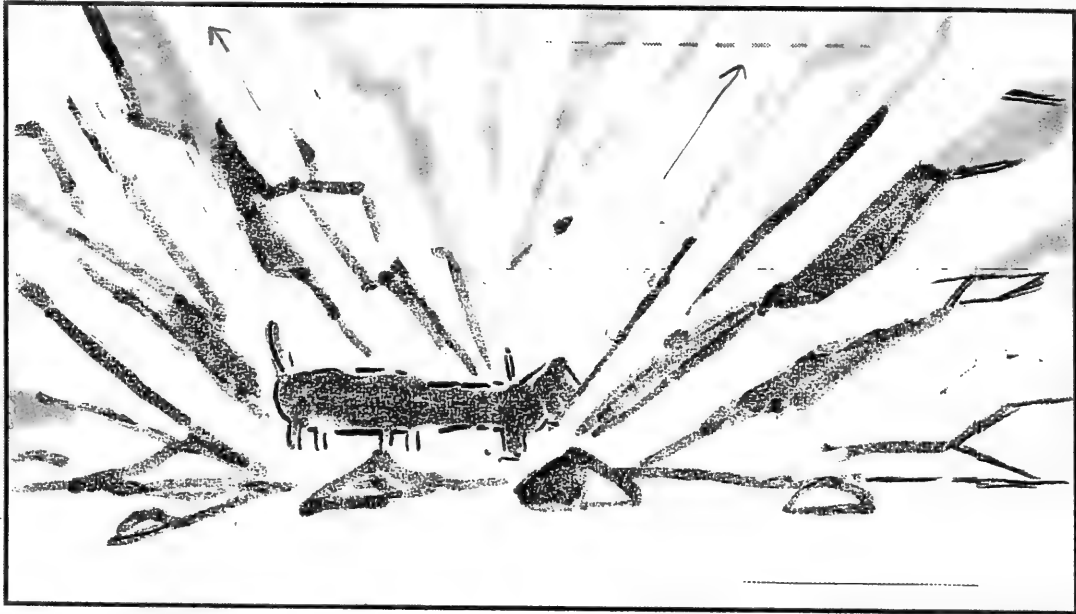


Sc. 140

Pnl. E

Bg.

day night



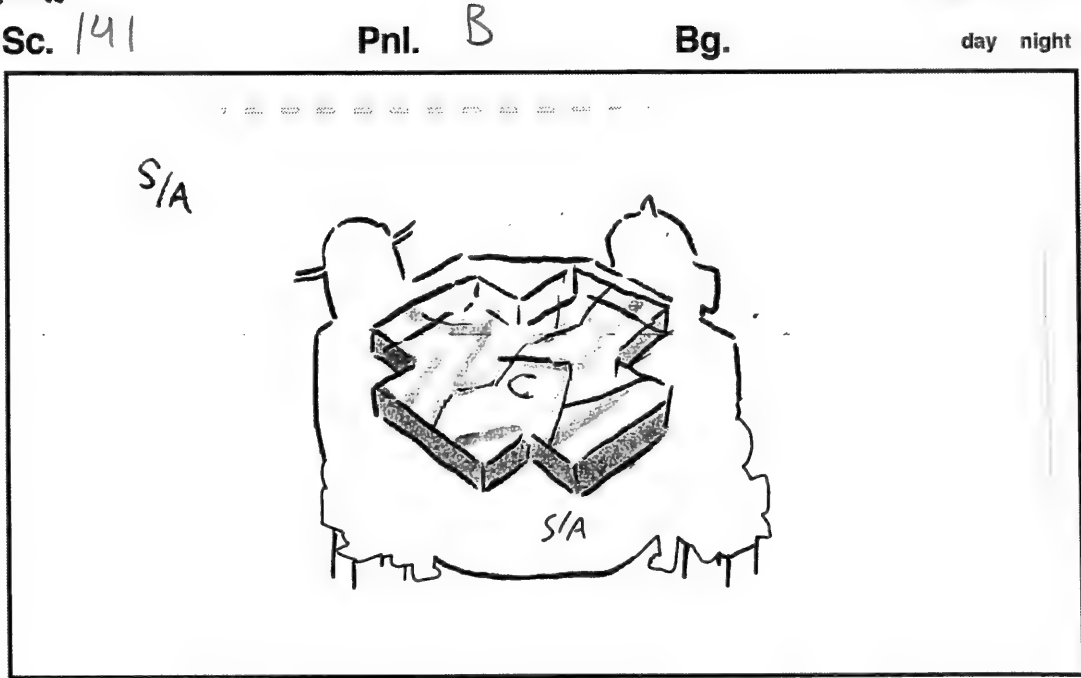
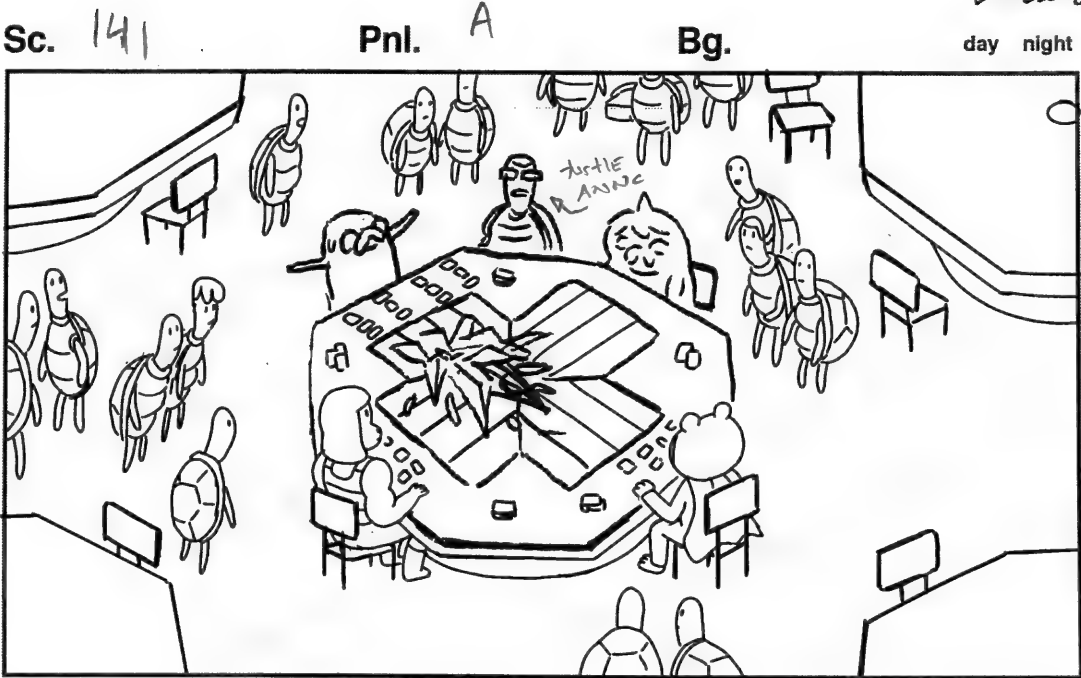
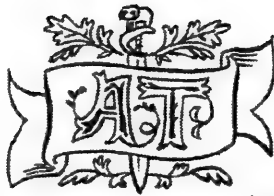
Dialog:	TA: <sup>(0/5)</sup> ULTRA DOG ATTACKS THE TILLED FIELD WITH "COLD NOSE!"	TA: <sup>(0/5)</sup> WHICH MEANS -
Action:	- ICE CRYSTALS EXPAND EXPLOSIVELY.	
Timing:		

Production:

EPISODE #

1034-238

ADVENTURE TIME

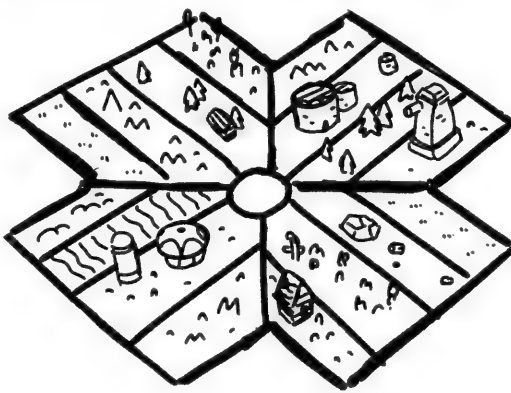


Dialog:

JA: CAT'S GAME --

SFX: \*KLINK\*

DETAIL OF GAME BOARD:



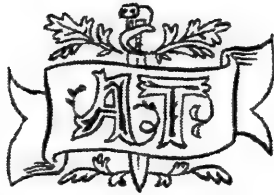
- ICE CRYSTAL BLOCK ENCAGES  
ENTIRE BOARD

1034-238

EPISODE #

Production:

ADVENTURE TIME



Sc. 141 Pnl. C Bg. day night

A storyboard panel for scene 141, panel C. It shows a character with glasses and a mustache standing on a large, irregular rock labeled 'S/A'. The character has their arms raised in a celebratory gesture. The background is a simple, light-colored area.

Sc. 141 Pnl. D Bg. day night

A storyboard panel for scene 141, panel D. It shows a group of characters, including several turtles and a character in a hoodie, gathered around a large, irregular shape labeled 'S/A'. The characters are in various poses, some looking at the 'S/A' and others looking away. The background shows a room with chairs and a desk.

Dialog:	TA: BUT BY TOURNEY RULES, THE slight point lead gives the win TO TEAM "DIGNIFIED"	TA: THEY ADVANCE TO THE FINALS. →
Action:	(C1) 	-MR. OUTRAGEOUS + MR. INTERNATIONAL GET UP
Timing:		

EPISODE # 1034-238

Production:



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# ADVENTURE TIME



Page 253 A

Sc. 141

Pnl. E

Bg.

day night

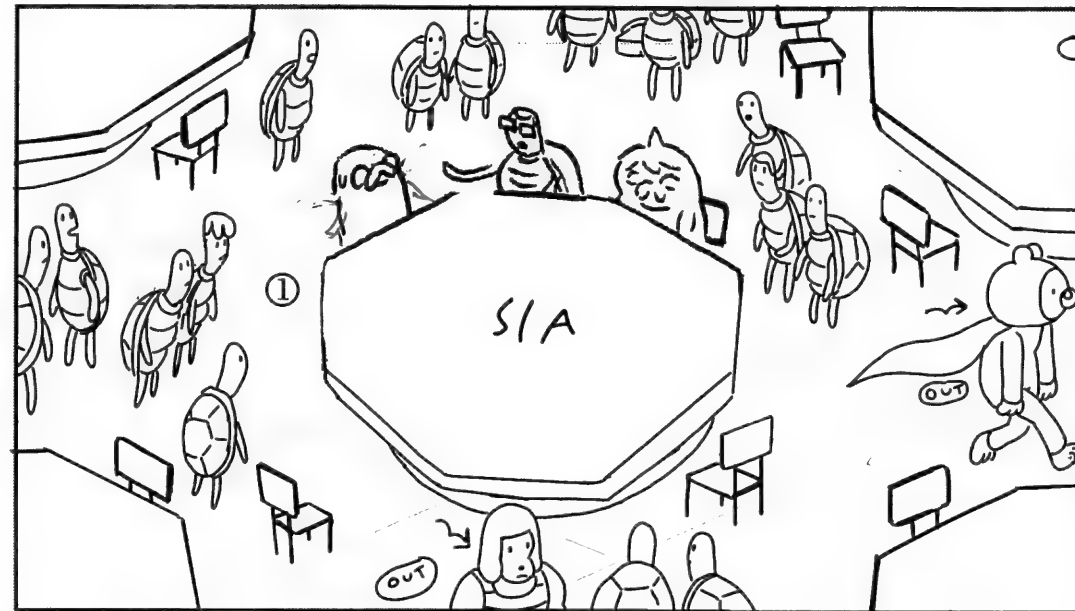


Sc. 141

Pnl. F

Bg.

day night



Dialog:

T. ANNE  
Cont

Action:

-MR. OUTRAGEOUS + MR. INTERNATIONAL EXIT.

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Sc. 142

Pnl. A

Bg.

day night

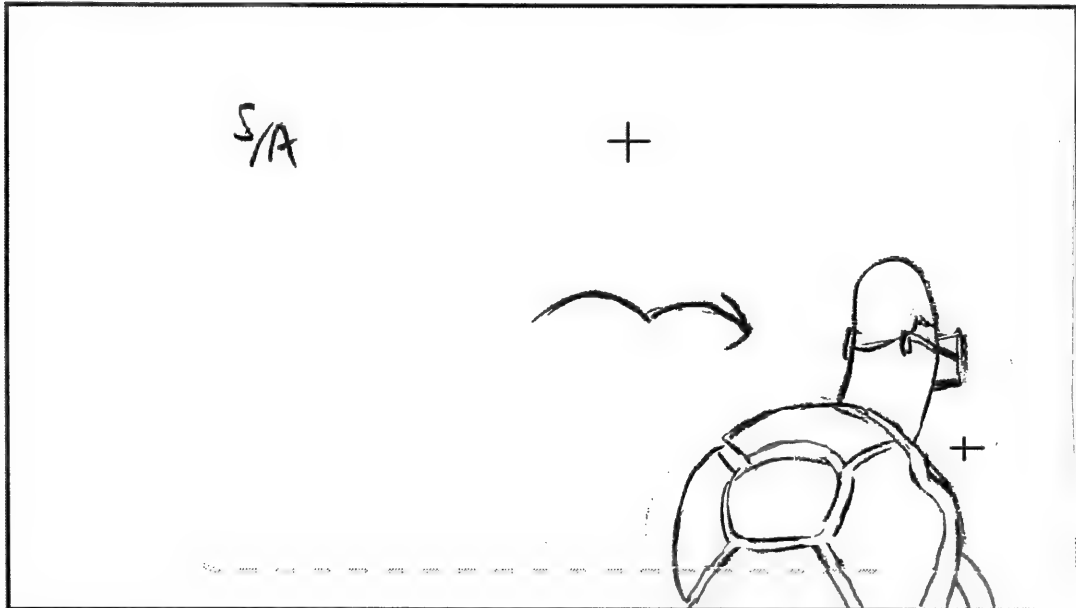


Sc. 142

Pnl. B

Bg.

day night



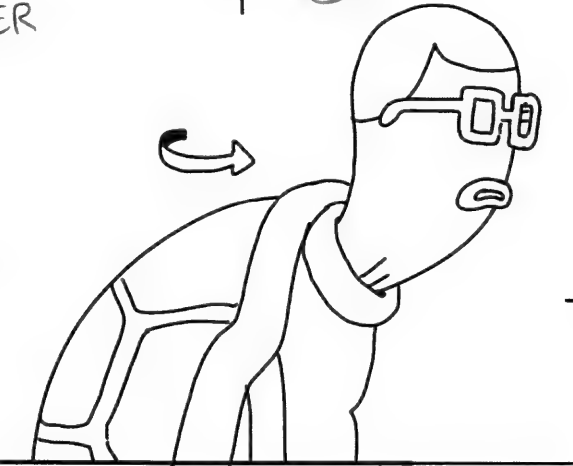
Dialog:

TA: VERSUS GRAND PRIX  
AND MONIKER

+ (A)

Action:

Timing:



TA: (UNDER BREATH)  
JUST A GARBAGE, GARBAGE WIN...

- TA WALKS OFF/S.

(B)  
(OUT)

EPISODE # 1034-238

Production:

# ADVENTURE TIME



Sc. 143

Pnl. A

Bg.

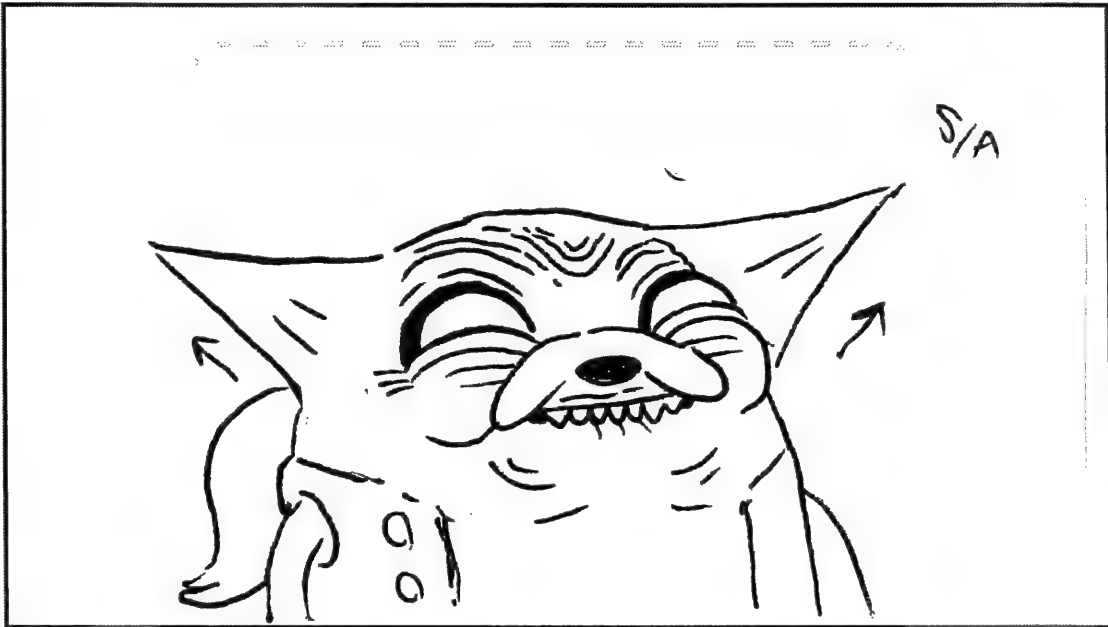
day night

Sc. 143

Pnl. B

Bg.

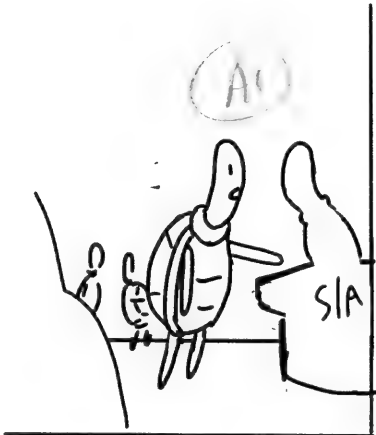
day night



Dialog:

Action:

Timing:



J-20 HEH HEH HEH ...

-J. STRETCHES INTO 20s JAKE. BU



EPISODE # 1034-238

Production:



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ADVENTURE TIME



Sc. 143

Pnl. C

Bg.

day night

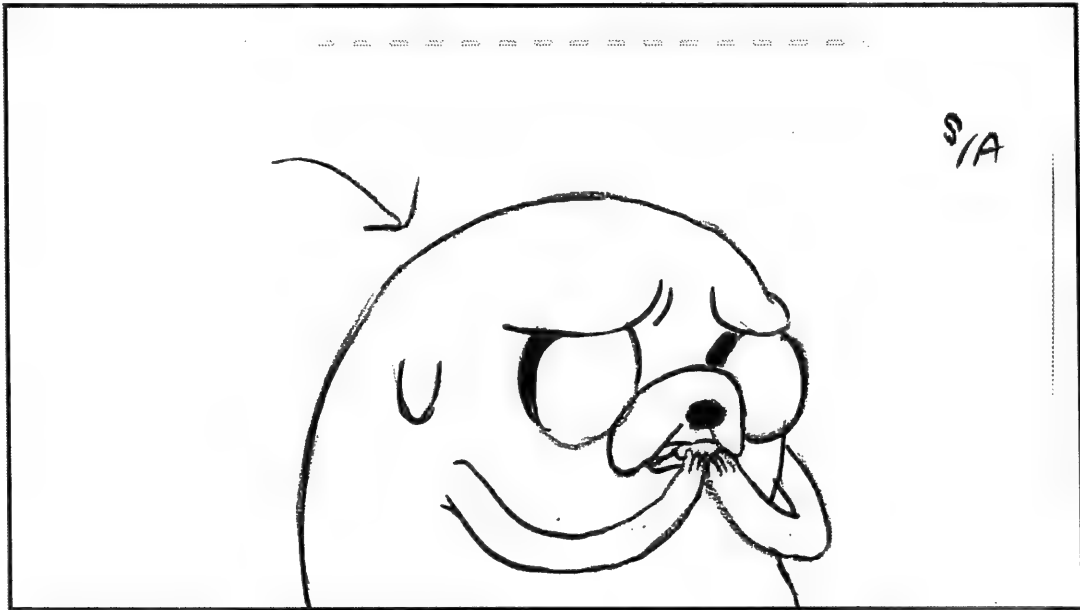


Sc. 143

Pnl. D

Bg.

day night



Dialog:	J: [GASP]	J: WHAT AM I DOING
Action:	-J. MORPHS BACK TO NORMAL SHAPE	
Timing:		

EPISODE # 1034-238  
Production:

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ADVENTURE TIME



Sc. 143

Pnl. E

Bg.

day night

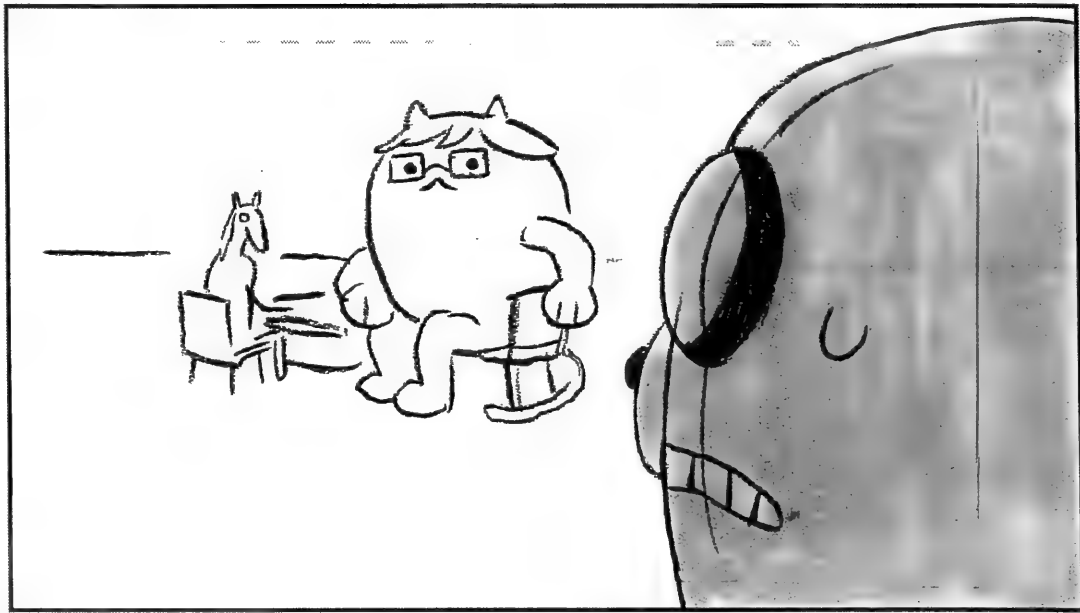


Sc. 144

Pnl. A

Bg.

day night



Dialog:	
Action:	-J LOOKS UP.
Timing:	-J, STARES AT MONIKER + GRAND PRIX.

EPISODE # 1034-238  
Production:

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ADVENTURE TIME

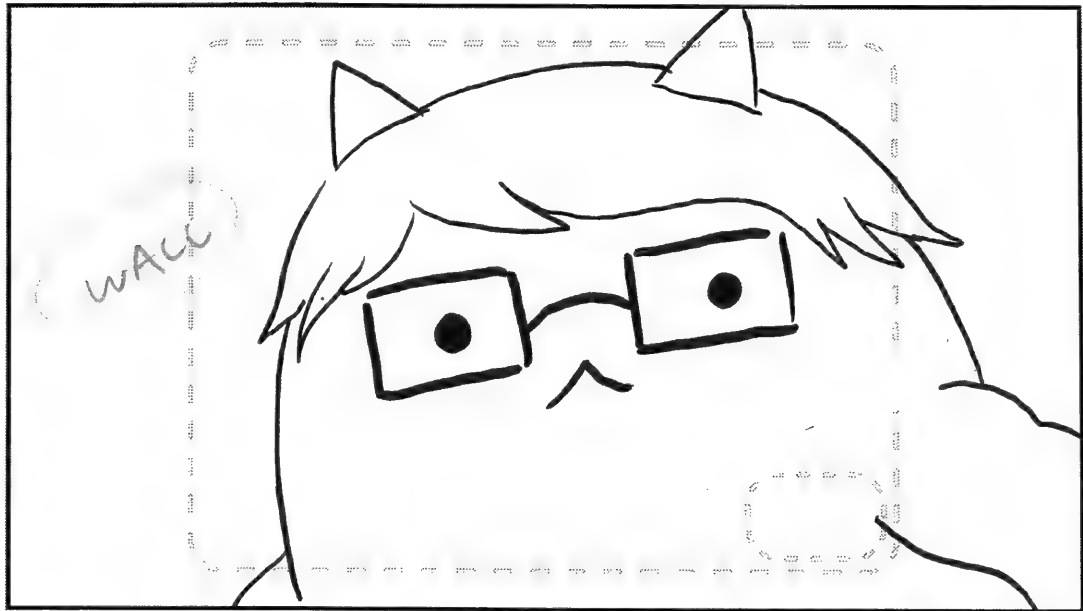


Sc. 145

Pnl. A

Bg.

day night



Sc. 146

Pnl. A

Bg.

day night



Dialog:

SFX: \* OCEAN SOUNDS GROW \*

Action:

CU of GRAND PRIX

- CU of MONKER,

Timing:

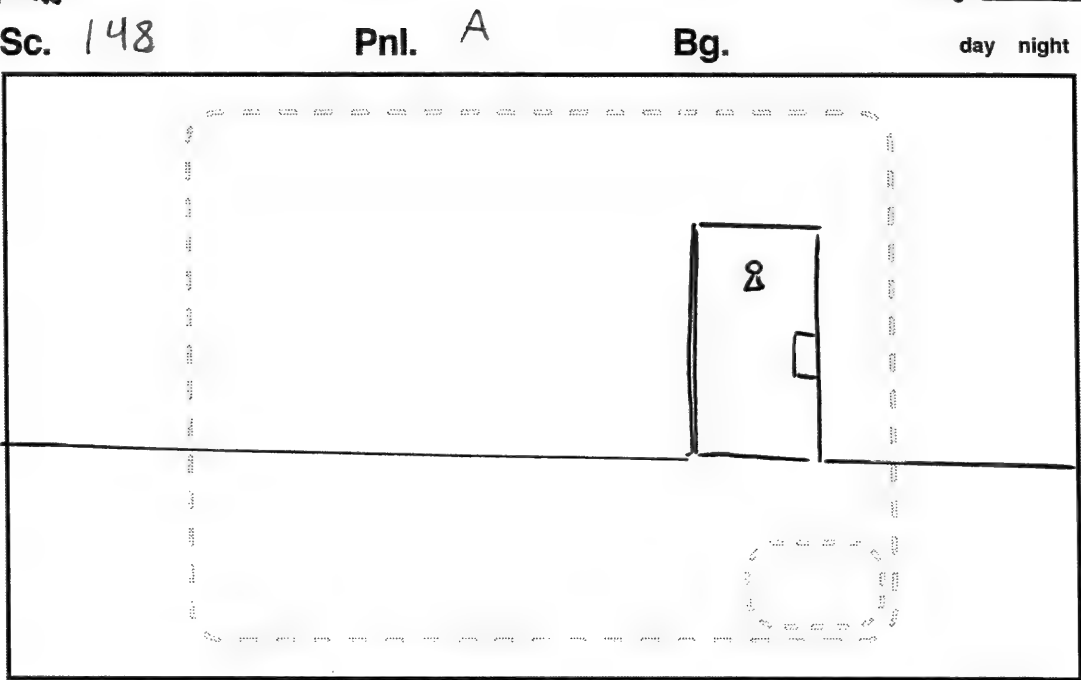
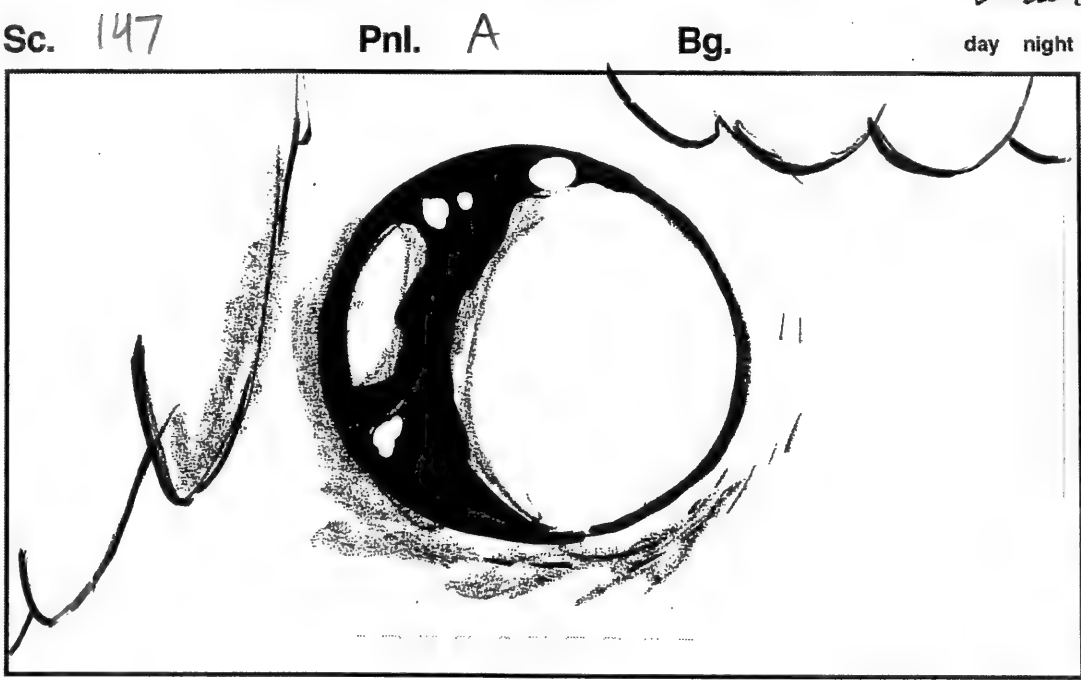
EPISODE # 1034-238

Production:



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ADVENTURE TIME



Dialog:	SFX: *OCEAN SOUNDS ROAR *
Action:	-CU of MONIKER'S EYE. -HIGHLIGHTS TREMBLE
Timing:	

EPISODE # 1034-238  
Production:

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# ADVENTURE TIME



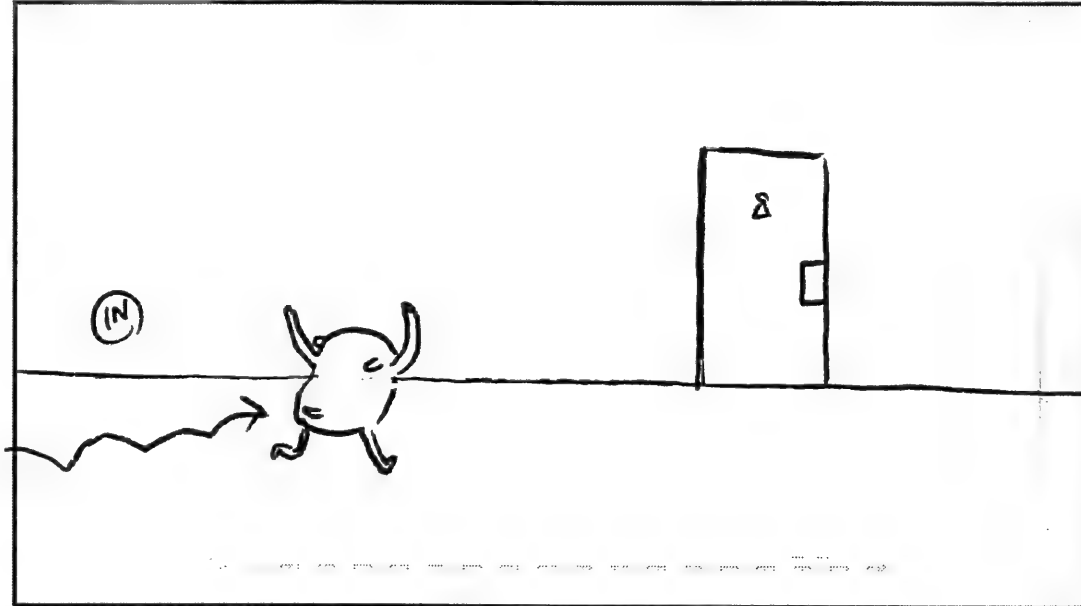
Page 260

Sc. 148

Pnl. B

Bg.

day night

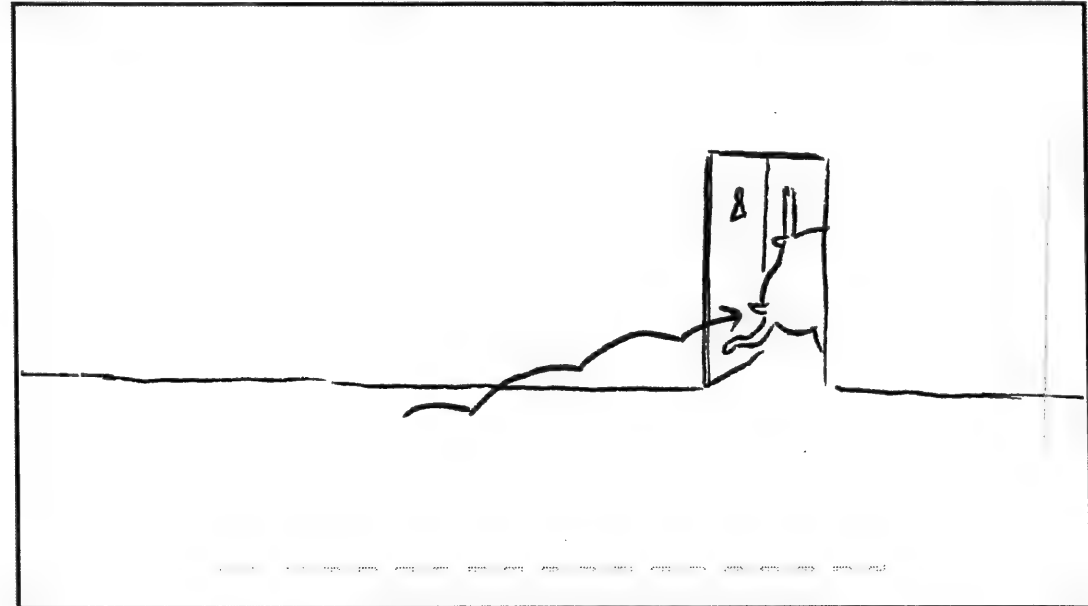


Sc. 148

Pnl. C

Bg.

day night



Dialog:

Sfx: \* WHAM! \*

Action:

-J. RUNS ON/S.

-J. RUNS INTO RESTROOM.

Timing:

1034-238

EPISODE #

Production:



**Sc.**

**Pnl.**

**Bg.**

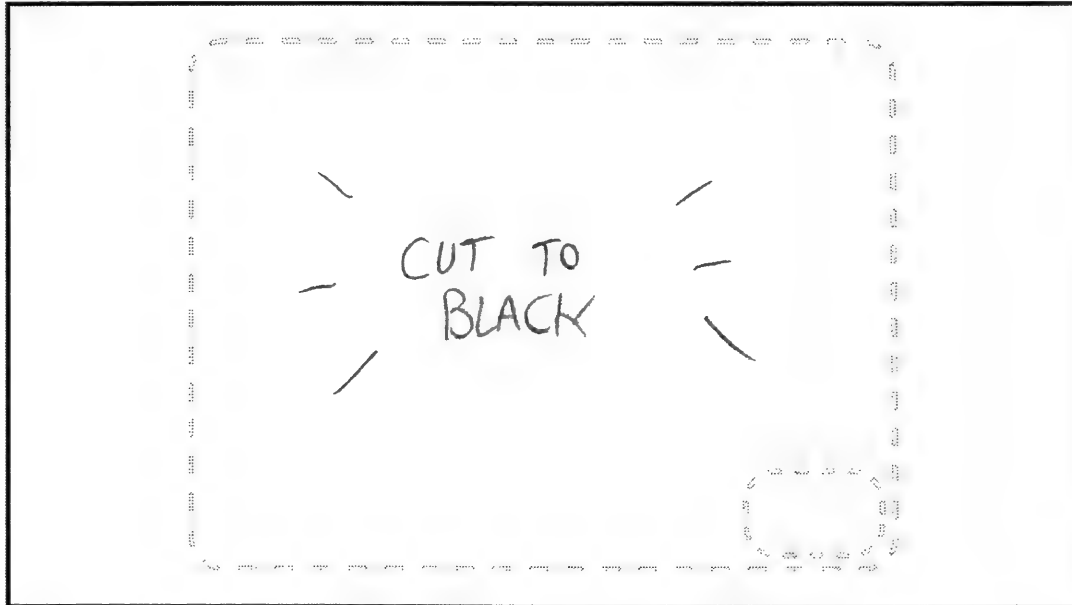
**day    night**

Sc. 149

**Pnl.** *A*

**Bg.**

**day night**



**Dialog:**

SFX: \* SHUFFLING: — CHIME \*

**Action:****Timing:**

EPISODE # 1034-238

**Production:**



# ADVENTURE TIME



Page 262

Sc. 149

Pnl. B

Bg.

day night



Sc. 149

Pnl. C

Bg.

day night



Dialog:

© ALRIGHT --

© THE DECK IS RIPE --

Action:

-C STOPS SHUFFLING

-C. HOLDS UP CARD

Timing:

(B1)



(B2)



(B3)



(B4)



EPISODE # 1034-238

Production :

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# ADVENTURE TIME



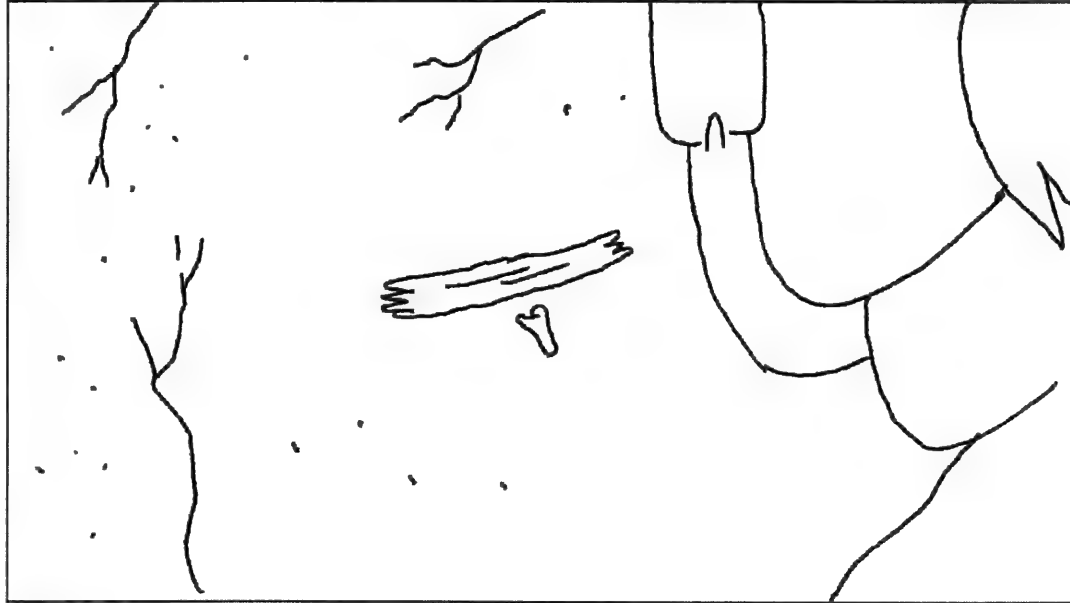
Page 263

Sc. 150

Pnl. A

Bg.

day night

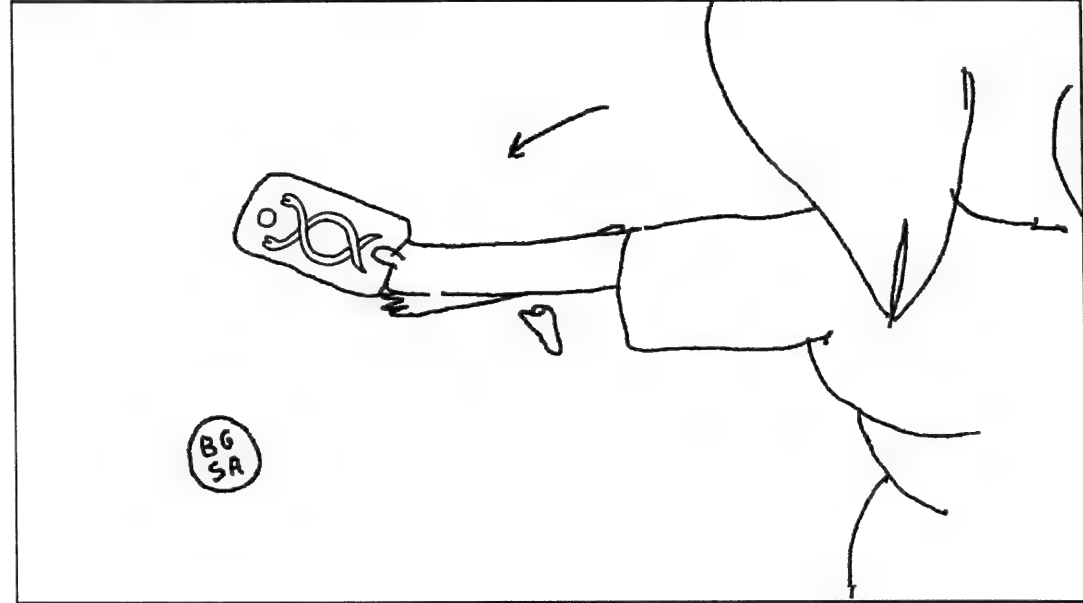


Sc. 150

Pnl. B

Bg.

day night



Dialog:

C/ Lets see what the cards say.

Action:

- C. LAYS DOWN FIRST CARD.

Timing:

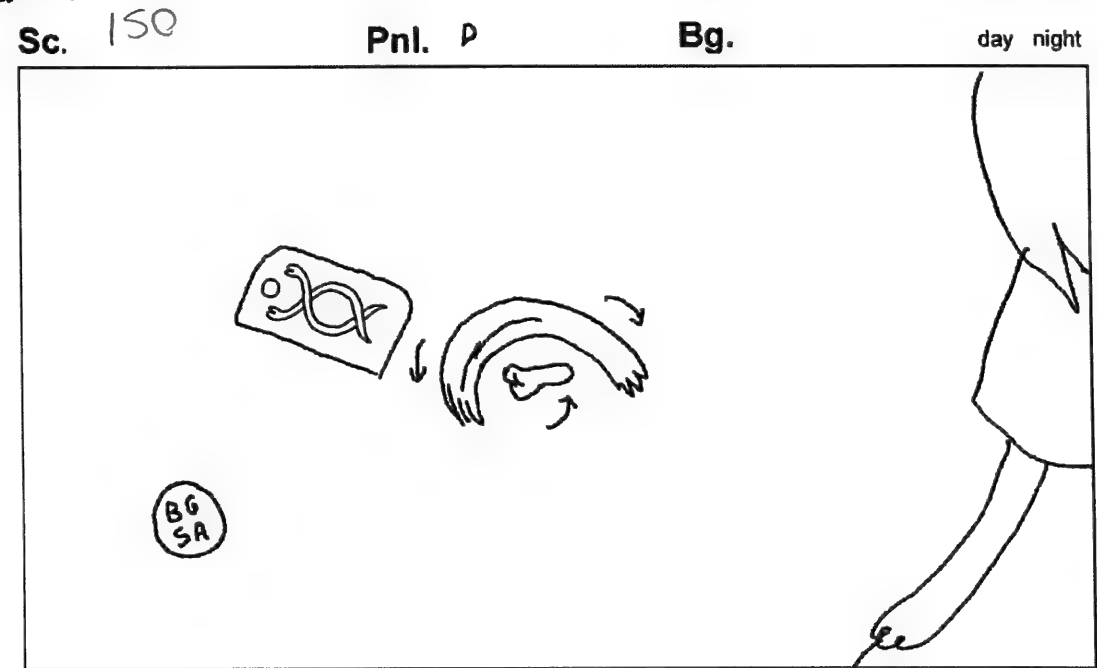
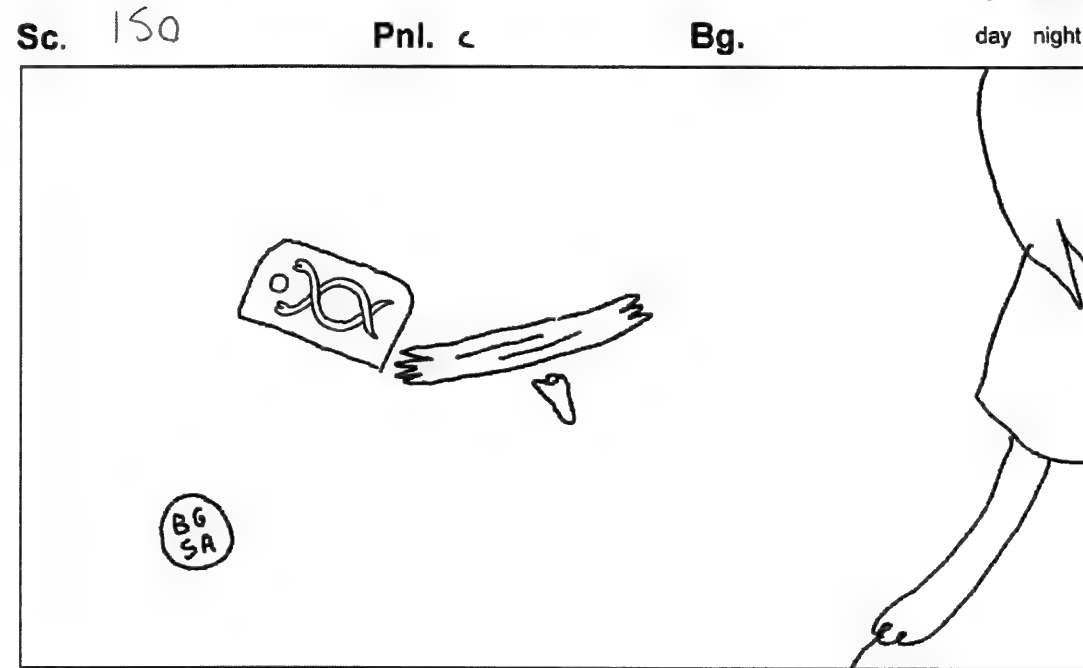
EPISODE #  
1034-238

Production :

# ADVENTURE TIME



Page 264



Dialog:

Action:

- LOCK of HAIR AND BONE SHIFT.

Timing:

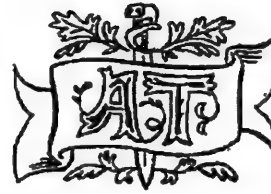
EPISODE # 1034-238

Production :



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# ADVENTURE TIME



No Sc.151

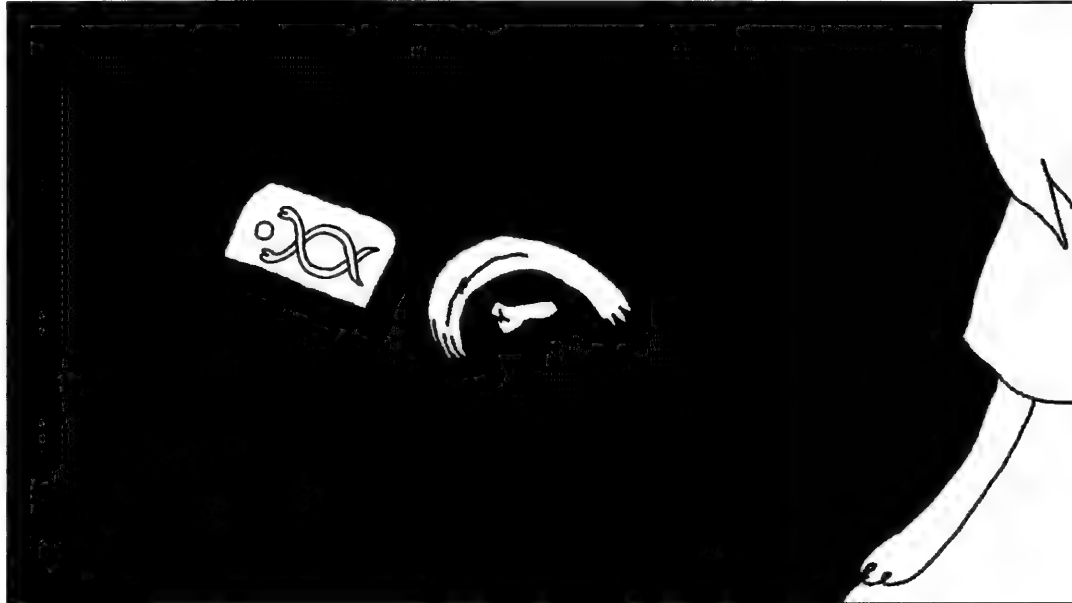
Page 265

Sc. 150

Pnl. E

Bg.

day night

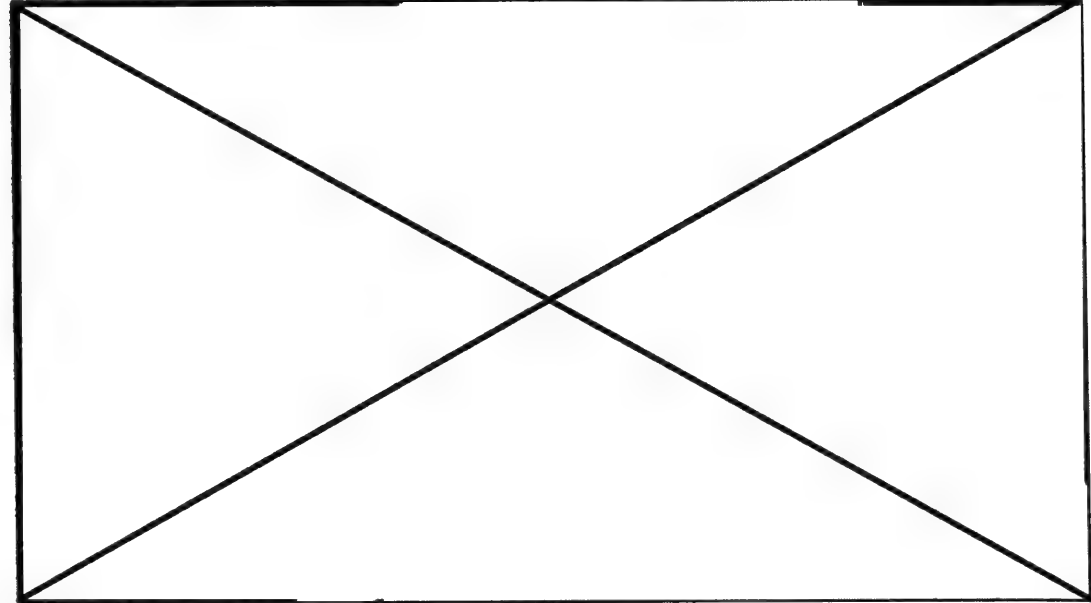


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

BG. BLACKS OUT  
(STAYS BLACK UNTIL SHE MELTS

Timing:

WITH HERSELF)

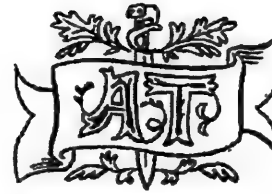
EPISODE # 1034-238

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NO SC151

# ADVENTURE TIME



Page 266

Sc. 152

Pnl. A

Bg.

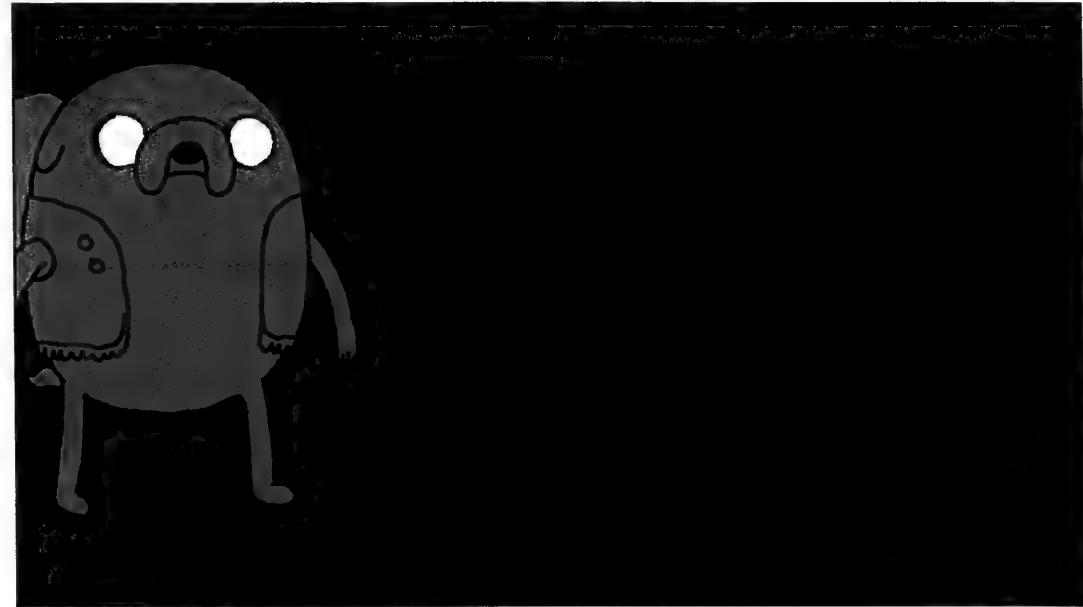
day night

Sc. 152

Pnl. 6

Bg.

day night



Dialog:

Action:

- 20s JAKE WALKS OUT FROM  
THE DARKNESS.

Timing:

EPISODE # 1034-238

Production :

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# ADVENTURE TIME



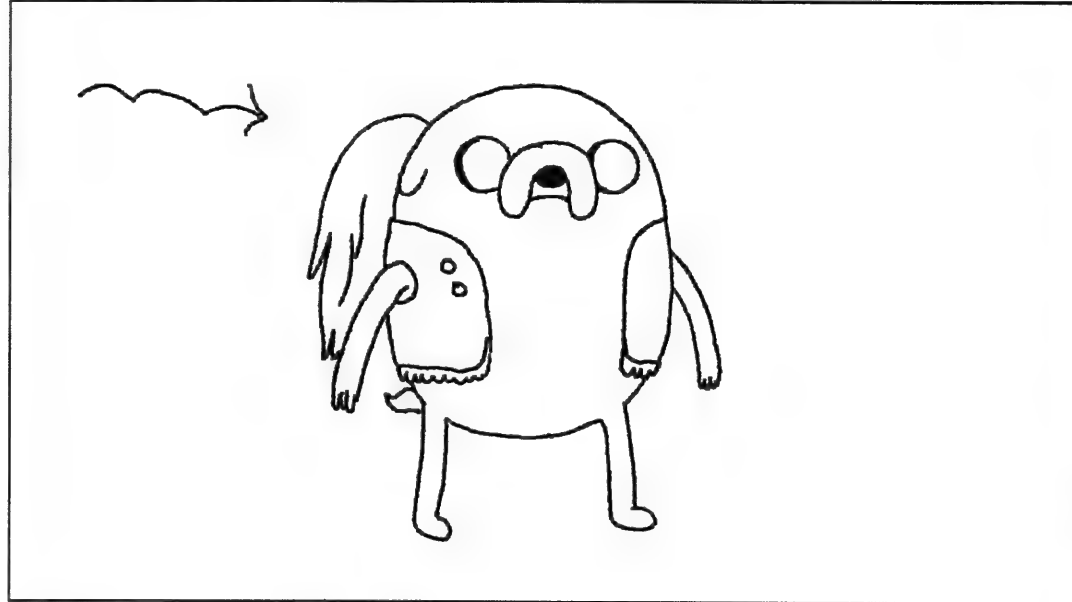
Page 267

Sc. 152

Pnl. c

Bg.

day night

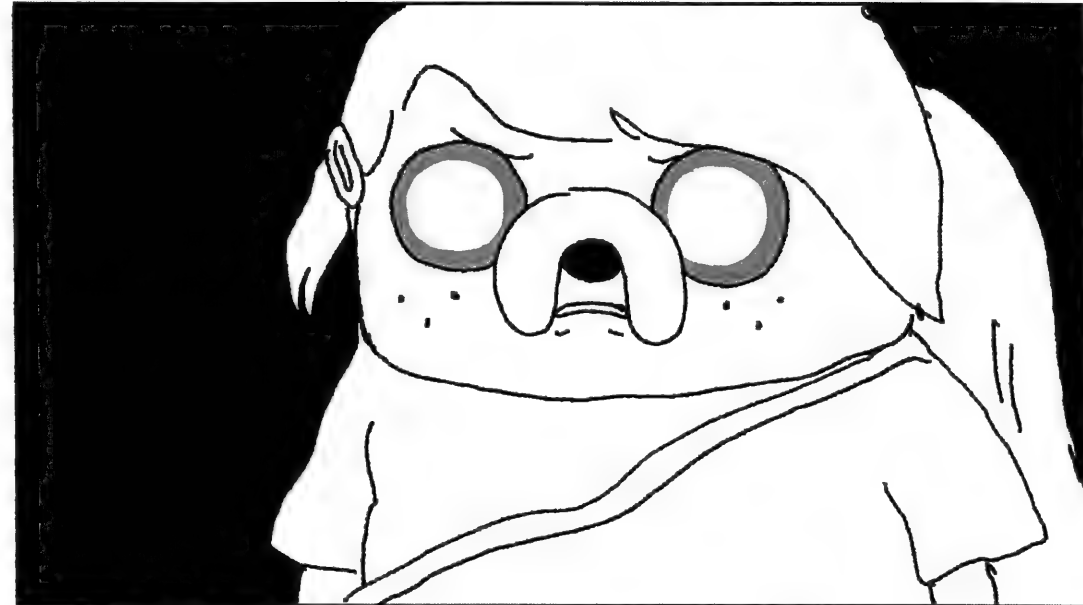


Sc. 153

Pnl. A

Bg.

day night



Dialog:

Q DAD! WHY ARE YOU HERE? THIS  
ONE'S ABOUT ME!

Action:

REP EYES INSTEAD OF  
BLACK '!!!'

Timing:

1034-238

EPISODE #

Production :



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# ADVENTURE TIME



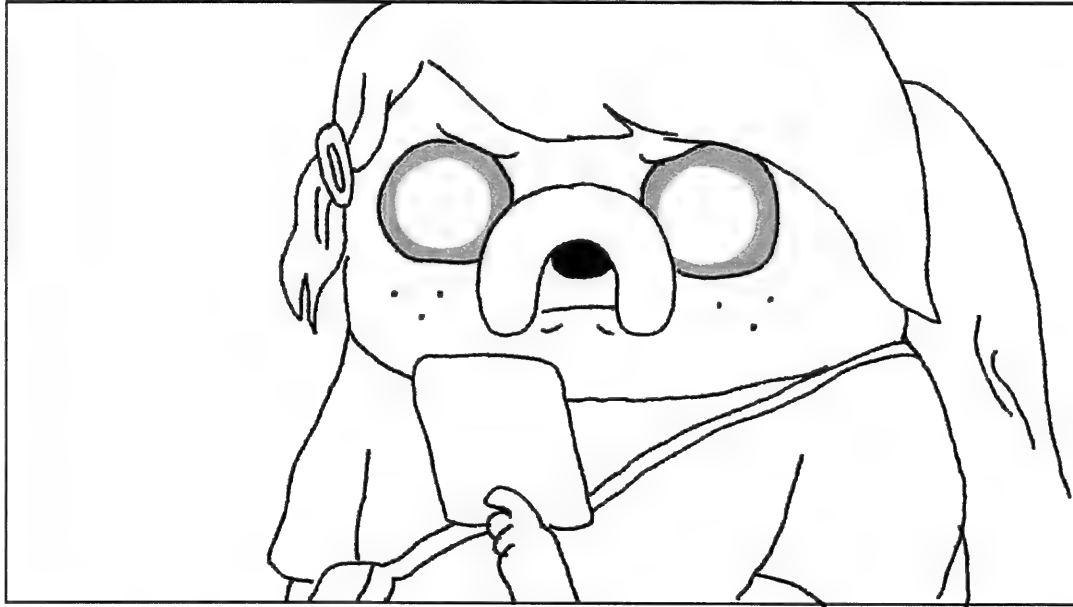
Page 268

Sc. 153

Pnl. B

Bg.

day night

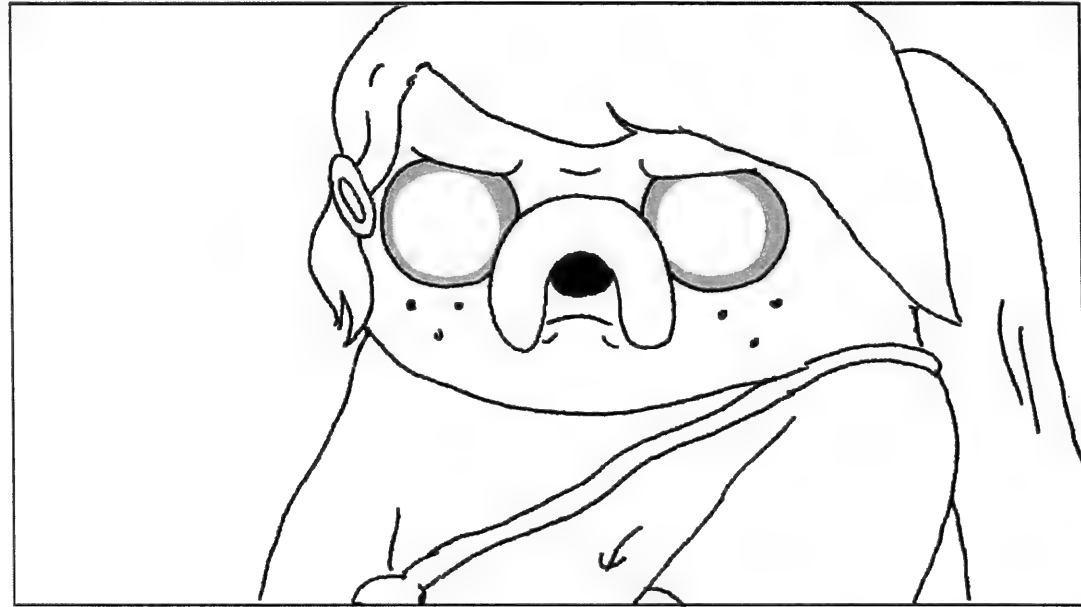


Sc. 153

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

1034-238

EPISODE #

Production :

# ADVENTURE TIME



Next Pg271

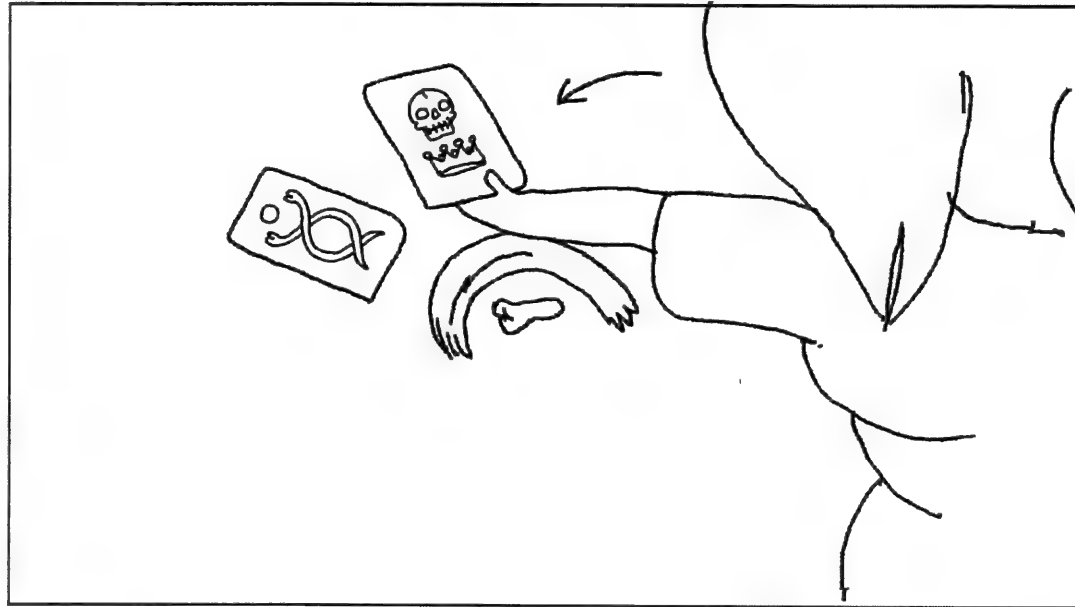
Page 269

Sc. 154

Pnl. A

Bg.

day night



Sc. 155

Pnl. A

Bg.

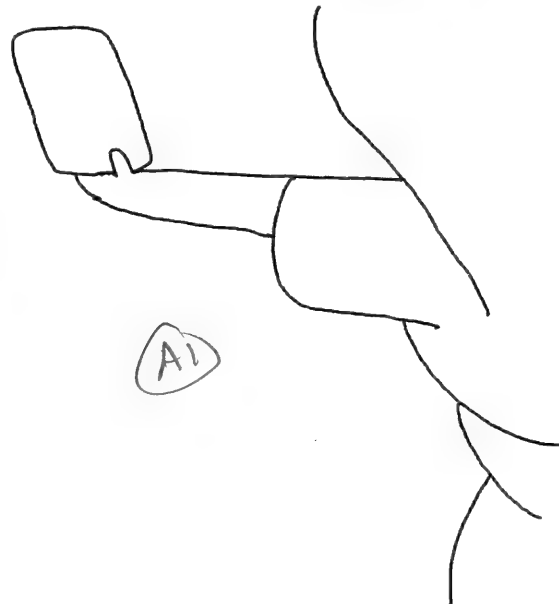
day night



Dialog:

Action: -C. SETS DOWN  
A 2ND CARD.

Timing:



Production :

EPISODE #

1034-238

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# ADVENTURE TIME



Prev. Pg269

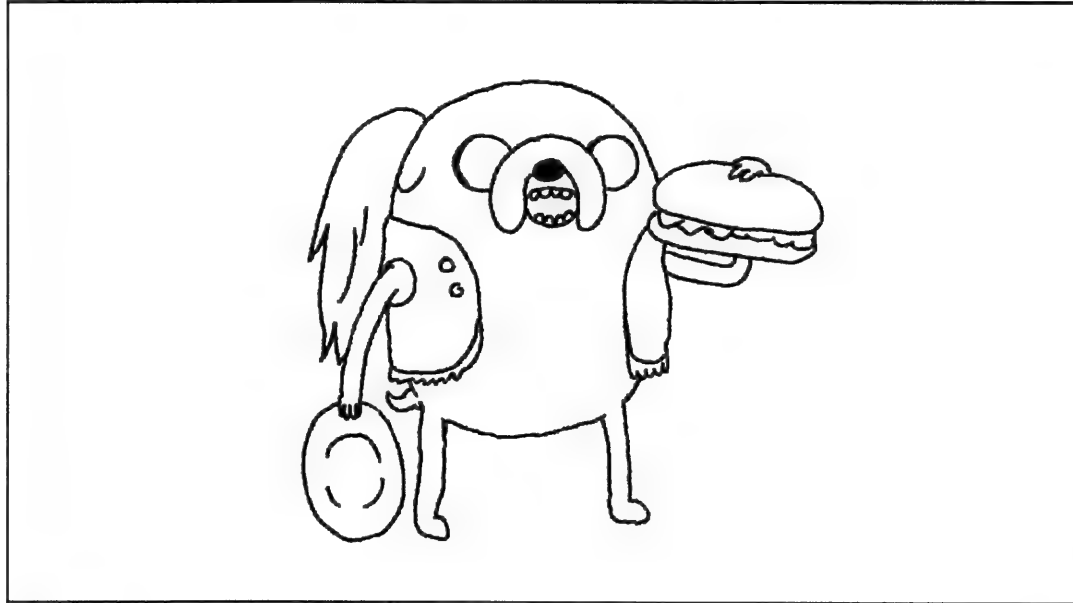
Page 271

Sc. 155

Pnl. B

Bg.

day night



Sc. 155

Pnl. C

Bg.

day night



Dialog:



Action:

- J. PUTS GIANT SANDWICH IN MOUTH.

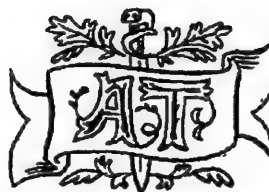
Timing:

EPISODE # 1034-238

Production :

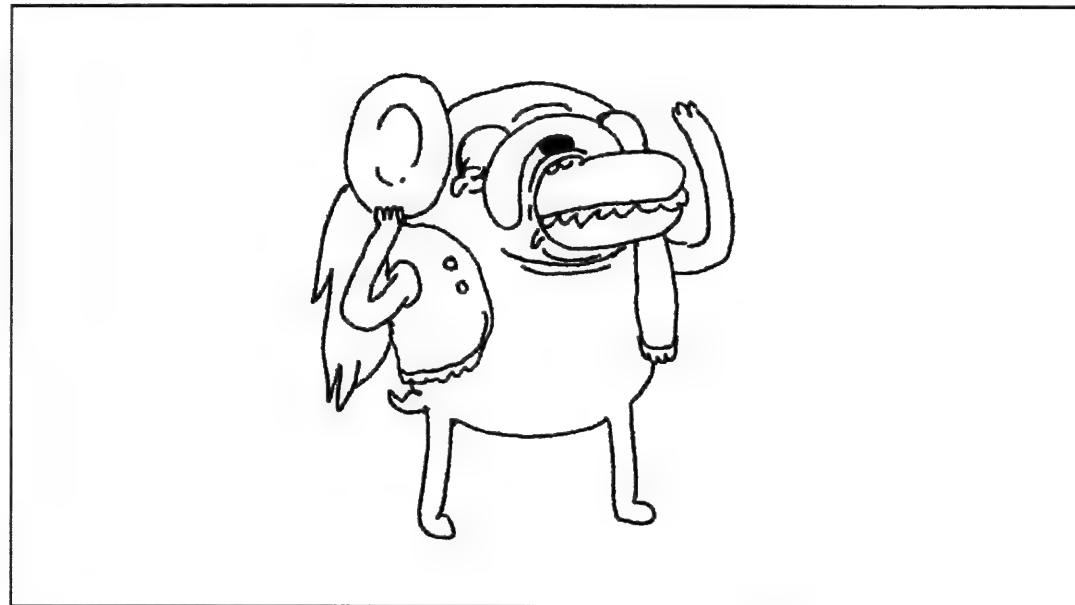


# ADVENTURE TIME



Page 272

Sc. 155 Pnl. D Bg. day night



Sc. 155 Pnl. E Bg. day night



Dialog:

ACK ! ACK ! ACK ! ACK ! ACK !

Action:

Timing:



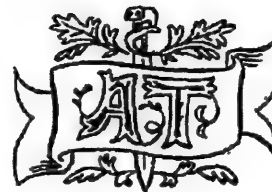
-J20 DROPS DISH  
-J20 STAMPS  
REPEATEDLY.

EPISODE # 1034-238

Production :

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# ADVENTURE TIME



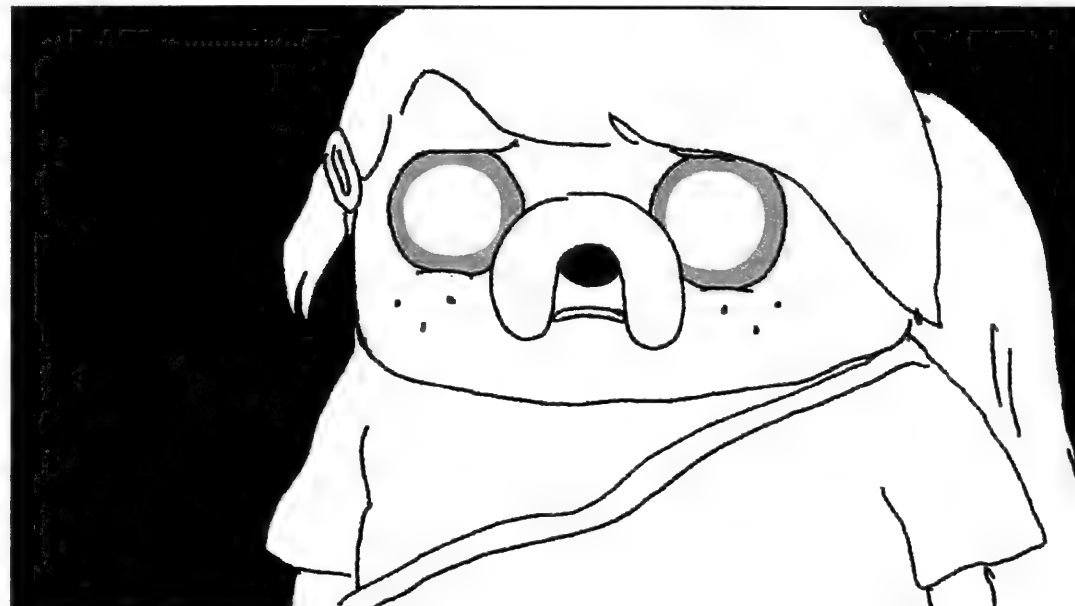
Page 273

Sc. 156

Pnl. A

Bg.

day night



Sc. 156

Pnl. B

Bg.

day night



Dialog:

C THAT'S TOO MUCH SANDWICH,  
YOU GOTTA CHEW!

Action:

EYES BLUE NOW.

THEY CHANGE COLOUR EVERYTIME

Timing:

SHE LAYS DOWN A CARD.

1034-238

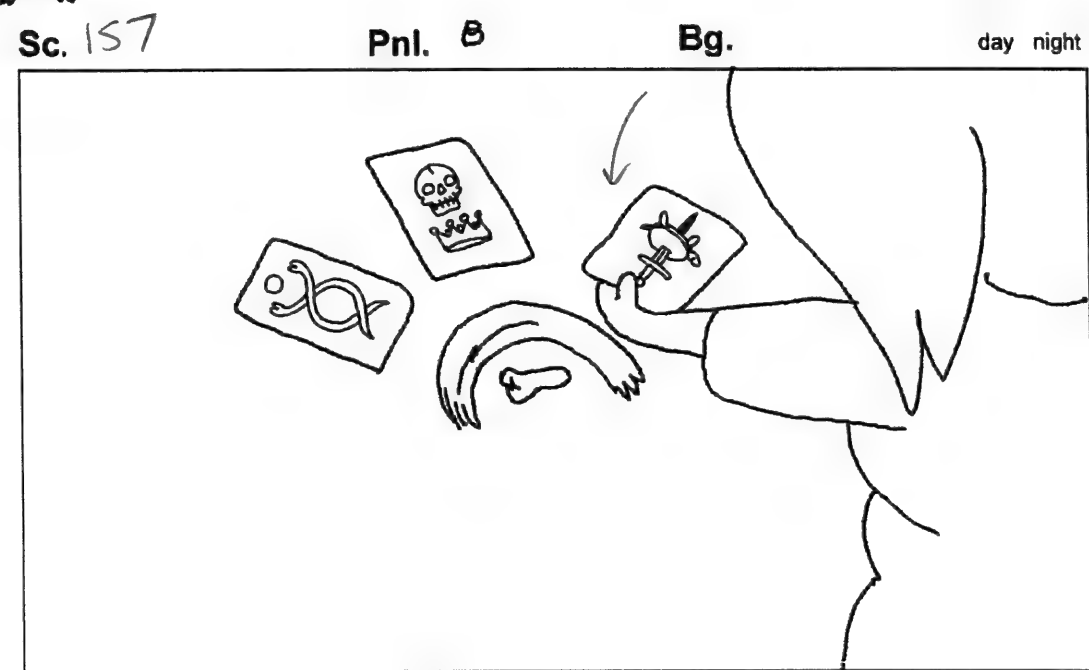
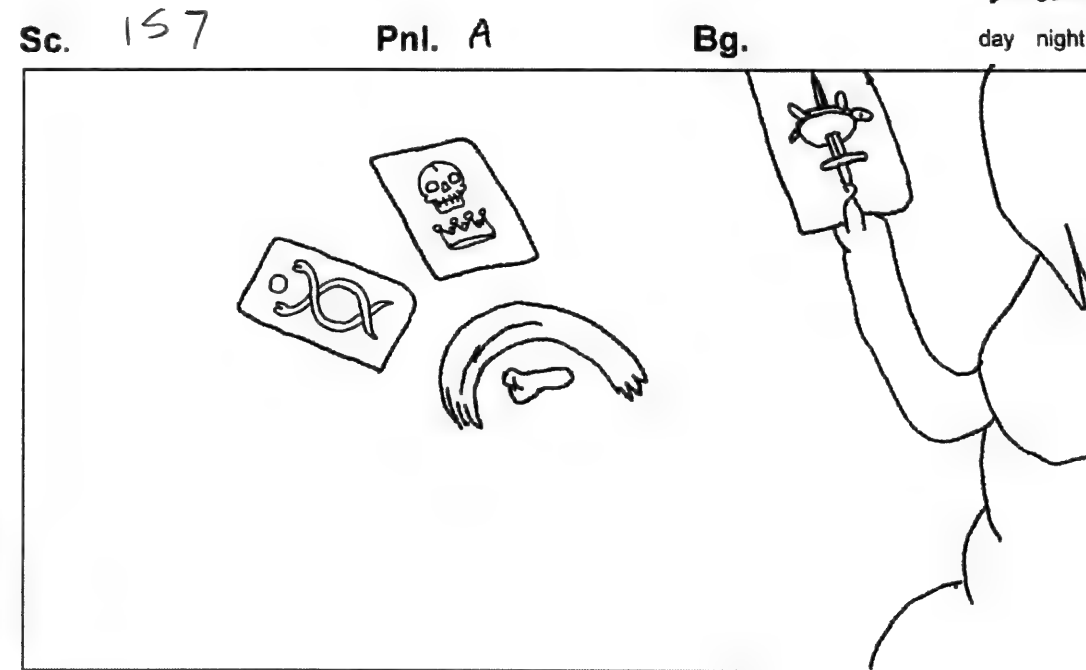
EPISODE #

Production :

# ADVENTURE TIME



Page 274



Dialog:

Action:

- C. SGTS DOWN THIRD CARD.

Timing:

1034-238

EPISODE #

Production :



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# ADVENTURE TIME



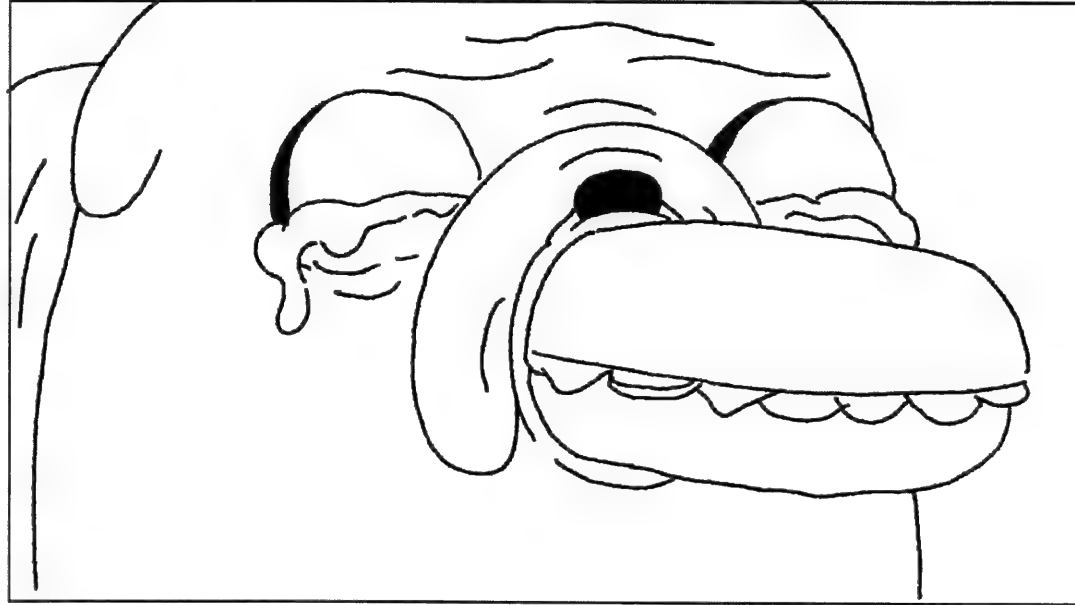
Page 275

Sc. 158

Pnl. A

Bg.

day night

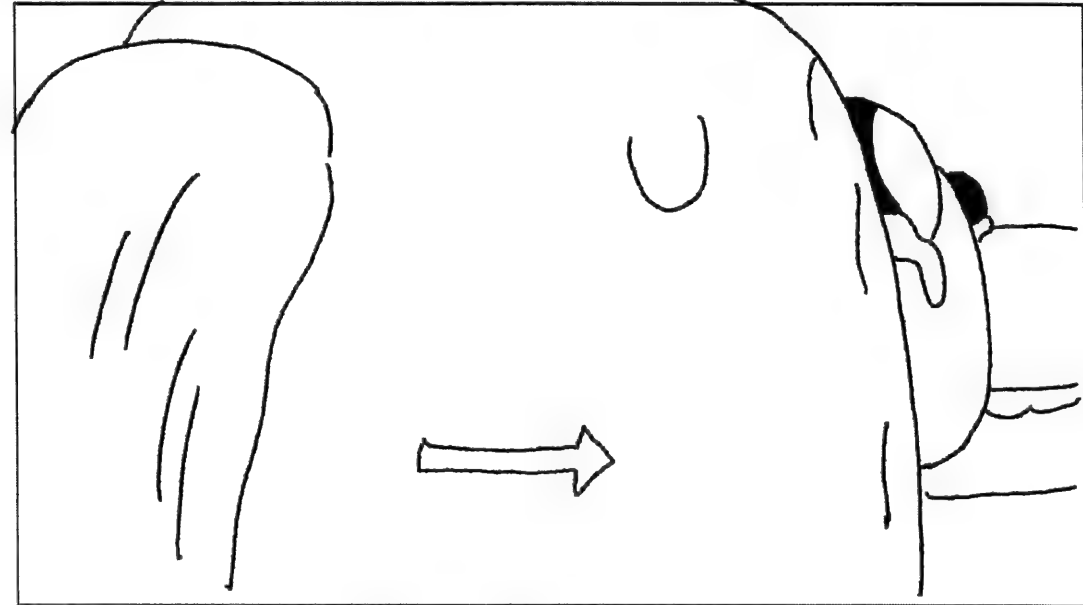


Sc. 158

Pnl. B

Bg.

day night



Dialog:

Action:

J20'S EYES ARE WATERING.

-J20 TURNS.

Timing:

EPISODE #

1034-238

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# ADVENTURE TIME



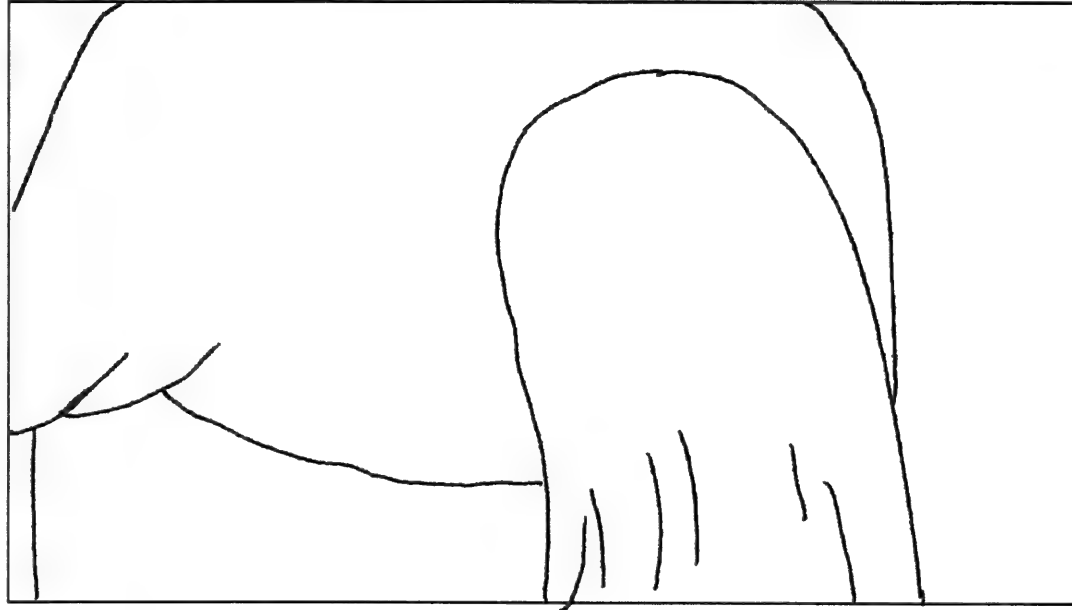
Page 276

Sc. 158

Pnl. C

Bg.

day night

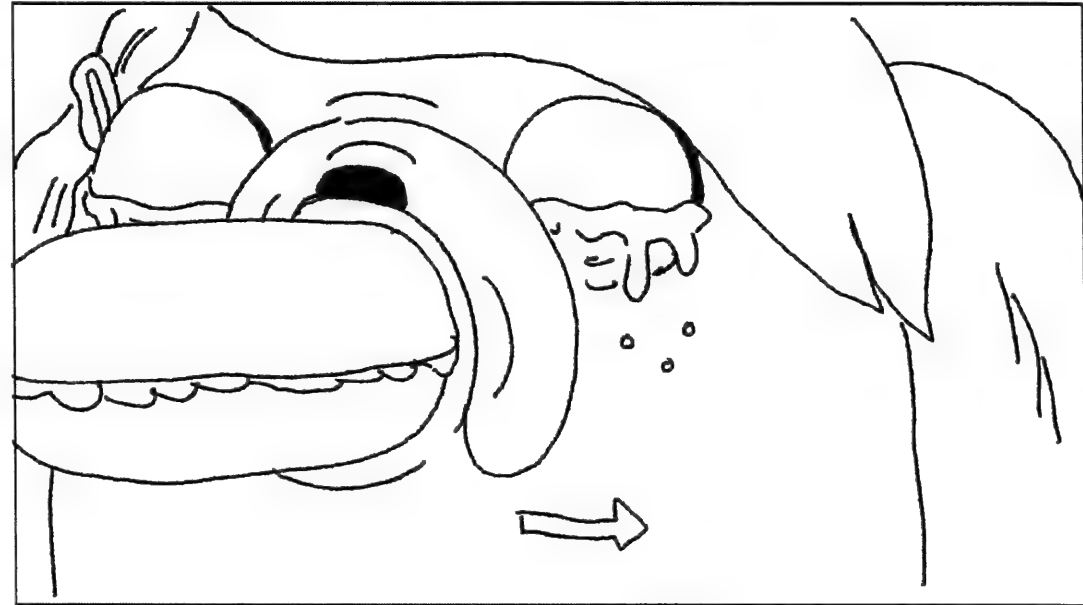


Sc. 158

Pnl. D

Bg.

day night



Dialog:

Action:

- J20 CONTINUES TURN,

- TRANSFORMS INTO CHARLIE.

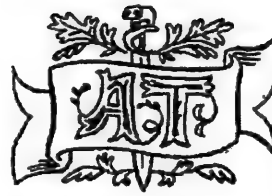
Timing:

EPISODE # 1034-238

Production :

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# ADVENTURE TIME



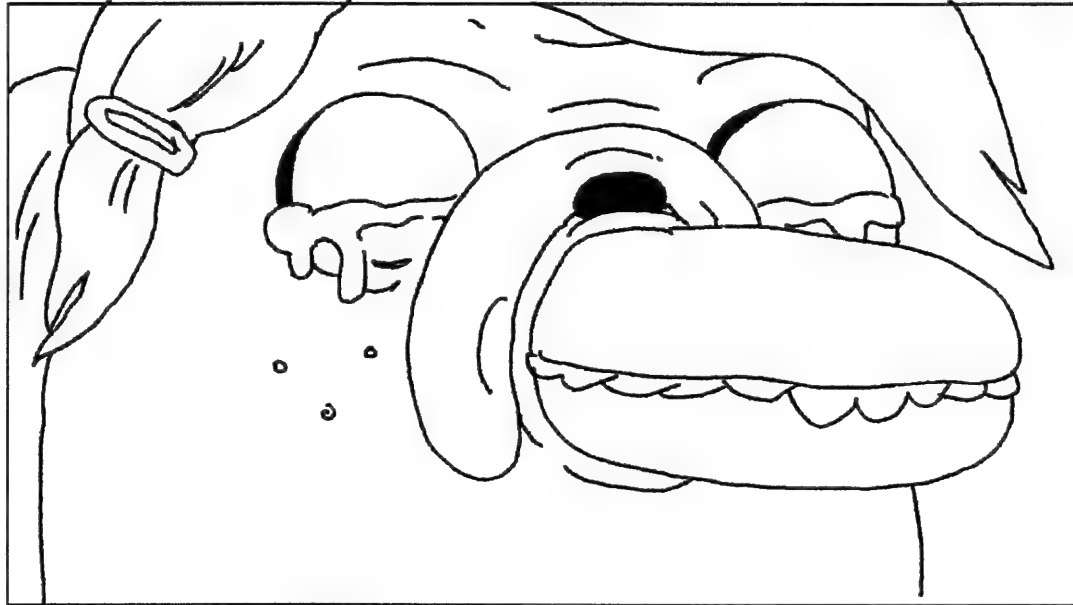
Page 277

Sc. 158

Pnl. E

Bg.

day night

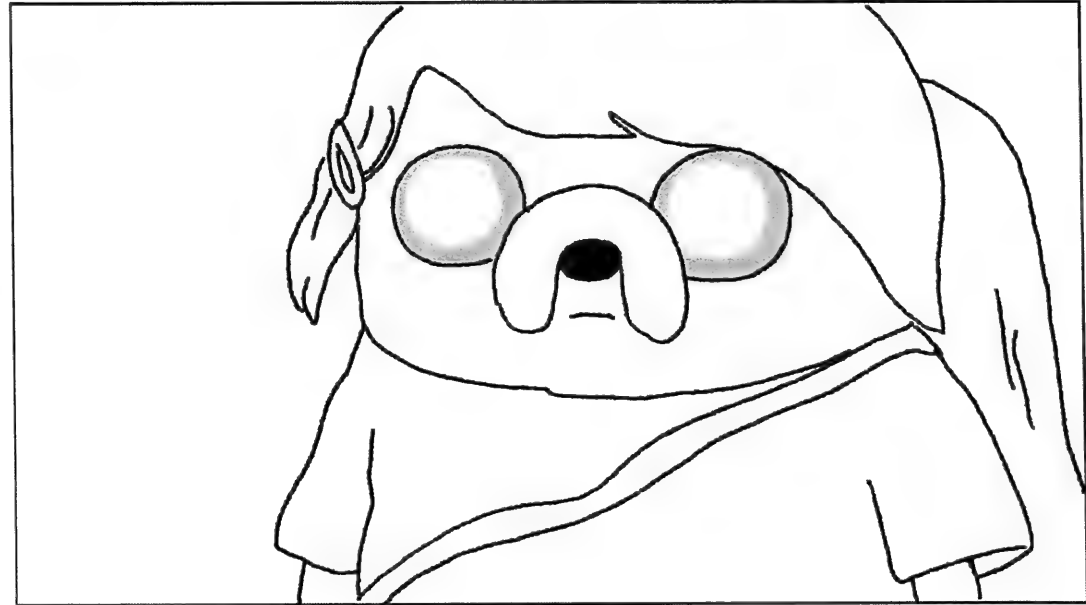


Sc. 159

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

S. P.  
- PURPLE EYES -

1034-238

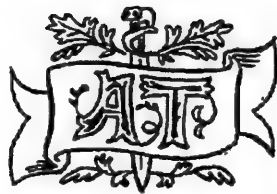
EPISODE #

Production :

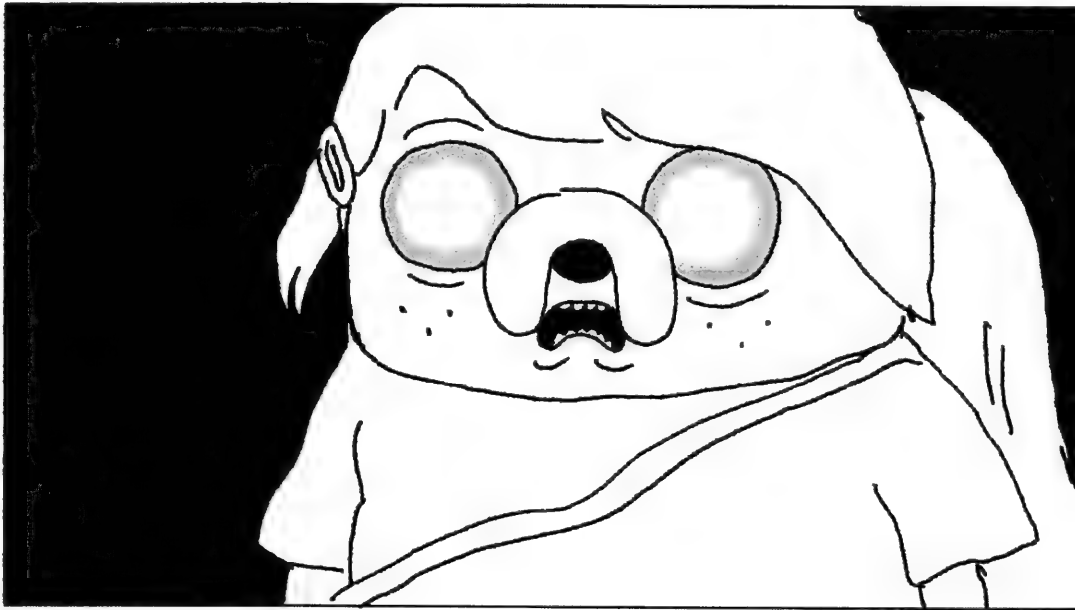


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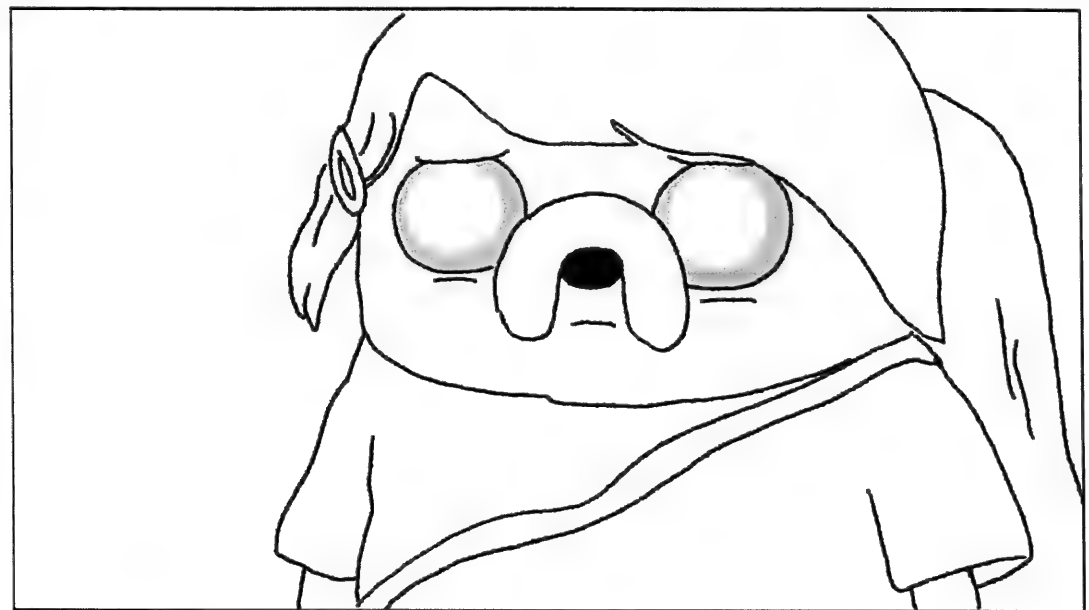
ADVENTURE TIME



Sc. 159 Pnl. B Bg. day night



Sc. 159 Pnl. C Bg. day night



Dialog:
E GAH!
Action:
Timing:

EPISODE # 1034-238  
Production :

# ADVENTURE TIME



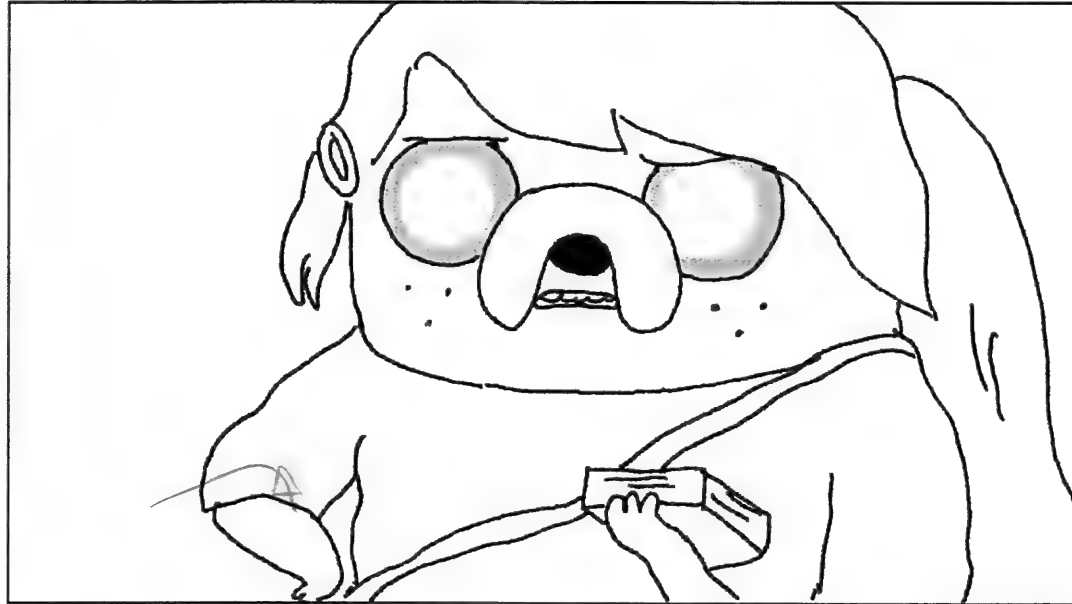
Page 279

Sc. 159

Pnl. D

Bg.

day night

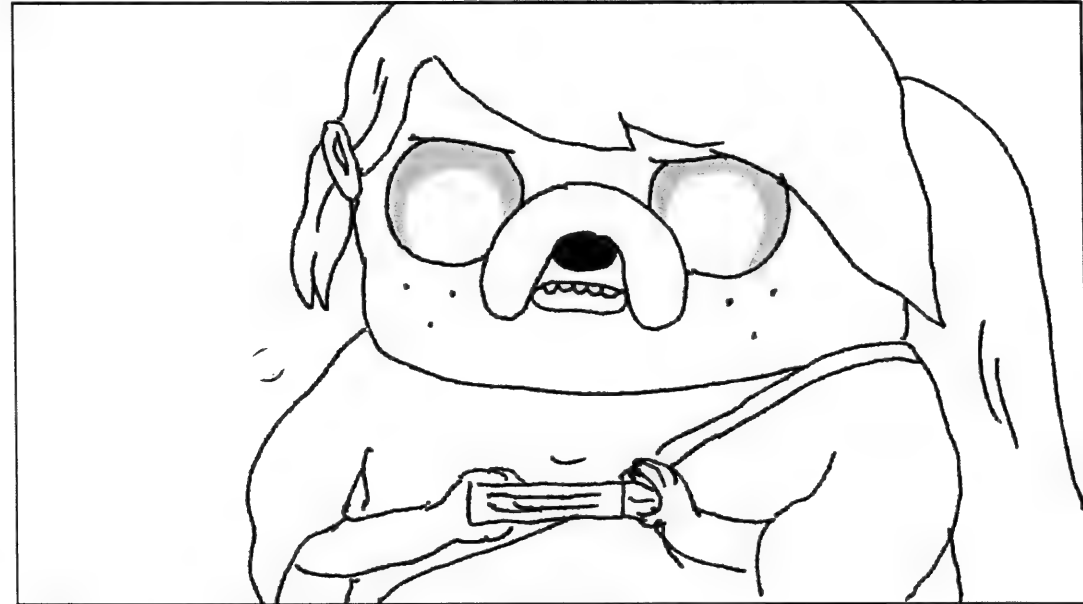


Sc. 159

Pnl. E

Bg.

day night



Dialog:

C

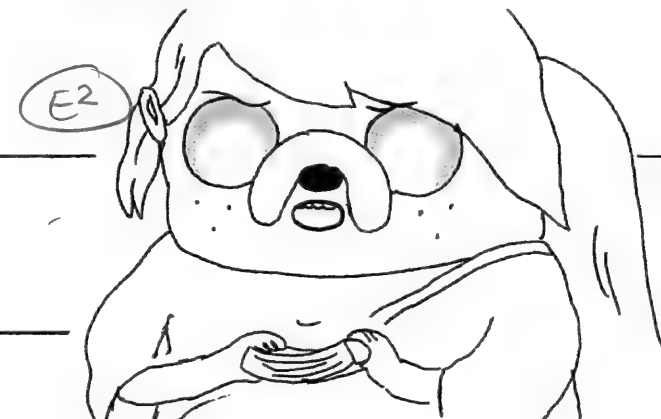
IS THIS MY TWENTIES?  
THIS ISN'T GOOD. DAD WAS RIGHT.

C

I'VE GOTTA FIX THESE  
QUOTE UN-QUOTE "FAULTS  
OF YOUTH".

Action:

Timing:



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ADVENTURE TIME




Sc. 16a Pnl. A Bg. day night



Sc. 16a Pnl. B Bg. day night



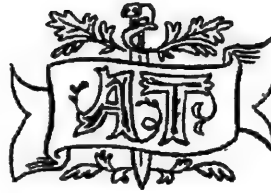
Dialog:	<u>SFX:</u> ( THE NOISE OF A CARD BEING DRAWN, AND LAID DOWN )	
Action:	20S CHARLIE W/ SANDWICH BACKS INTO DARKNESS  — CHARLIE LAYS DOWN A NEW CARD.	
Timing:	 (AL)	

EPISODE # 1034-238  
Production :



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# ADVENTURE TIME



Page 281

Sc. 160

Pnl.

C

Bg.

day night

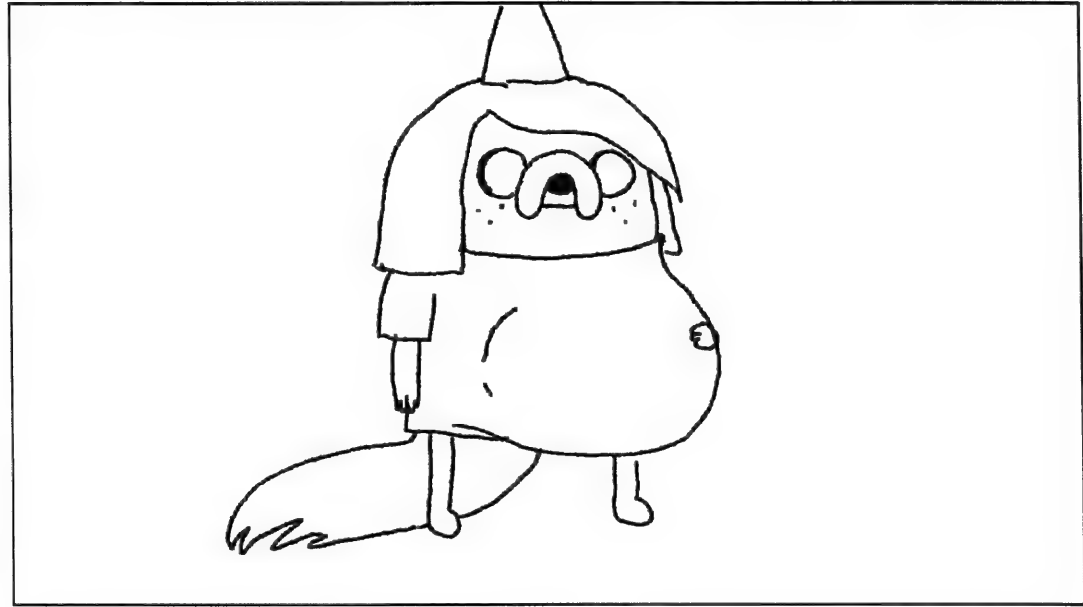


Sc. 161

Pnl. A

Bg.

day night



Dialog:

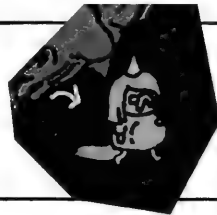
C(05) MY THIRTIES ?

Action:

-30's charlie WALKS FORWARD.

(C1)

Timing:



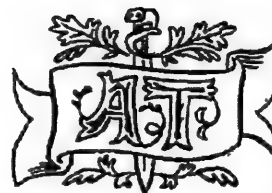
1034-238

EPISODE #

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# ADVENTURE TIME



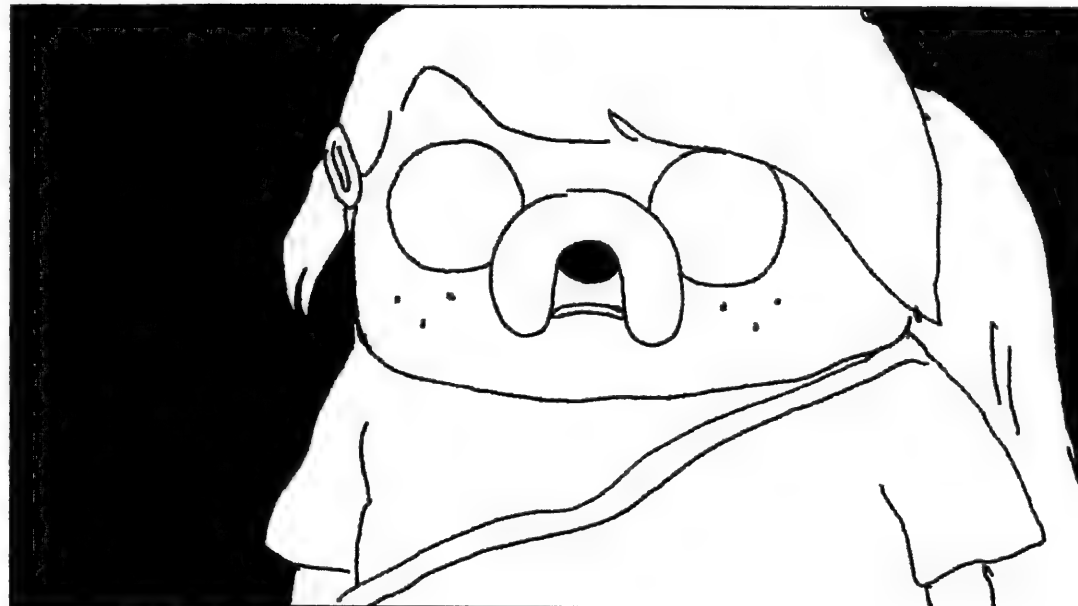
Page 282

Sc. 162

Pnl. A

Bg.

day night

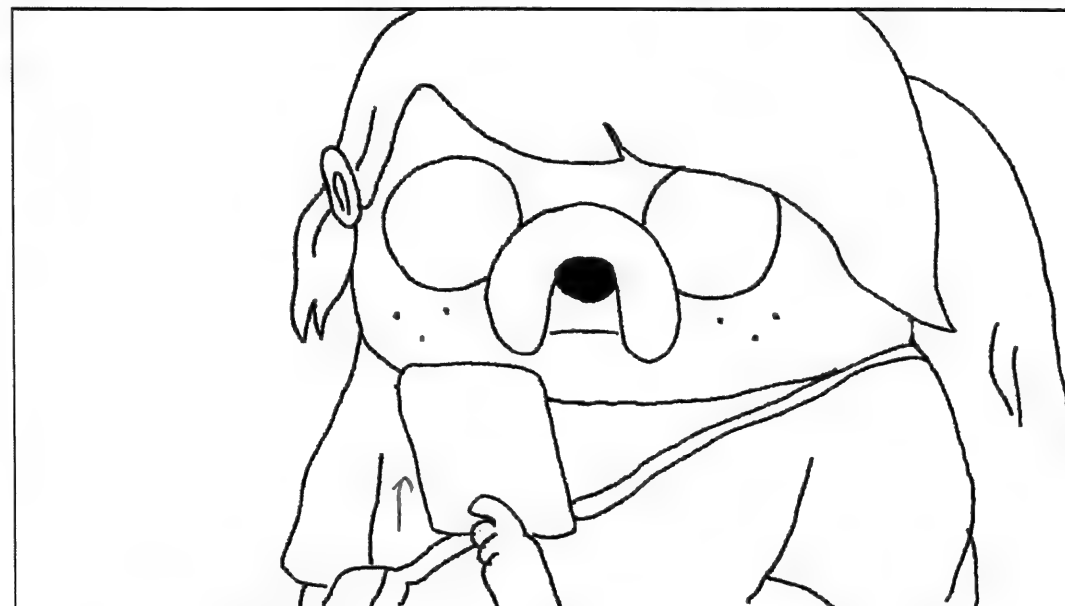


Sc. 162

Pnl. B

Bg.

day night



Dialog:

Ⓒ/ I LOOK LOST .

Action:

∴ PINK EYES ∴

Timing:

1034-238

EPISODE #

Production :

# ADVENTURE TIME

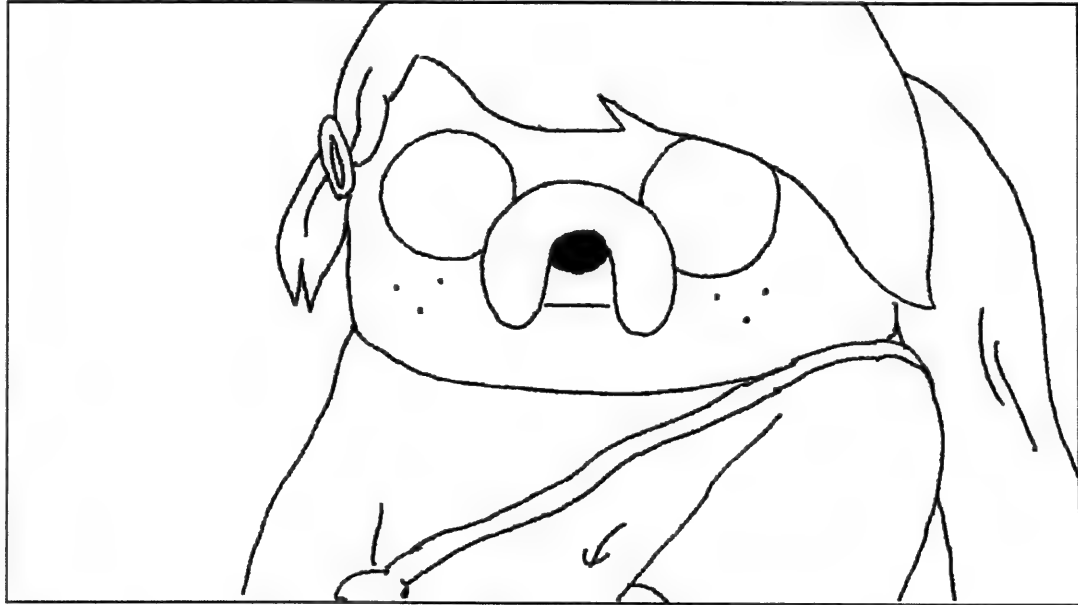


Sc. 162

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

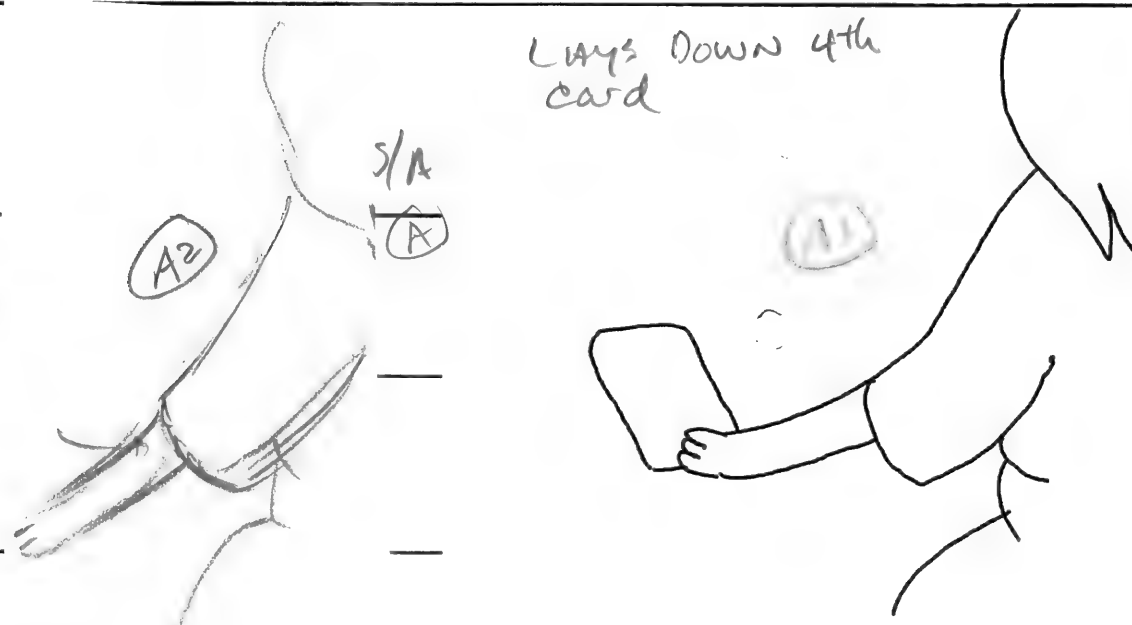
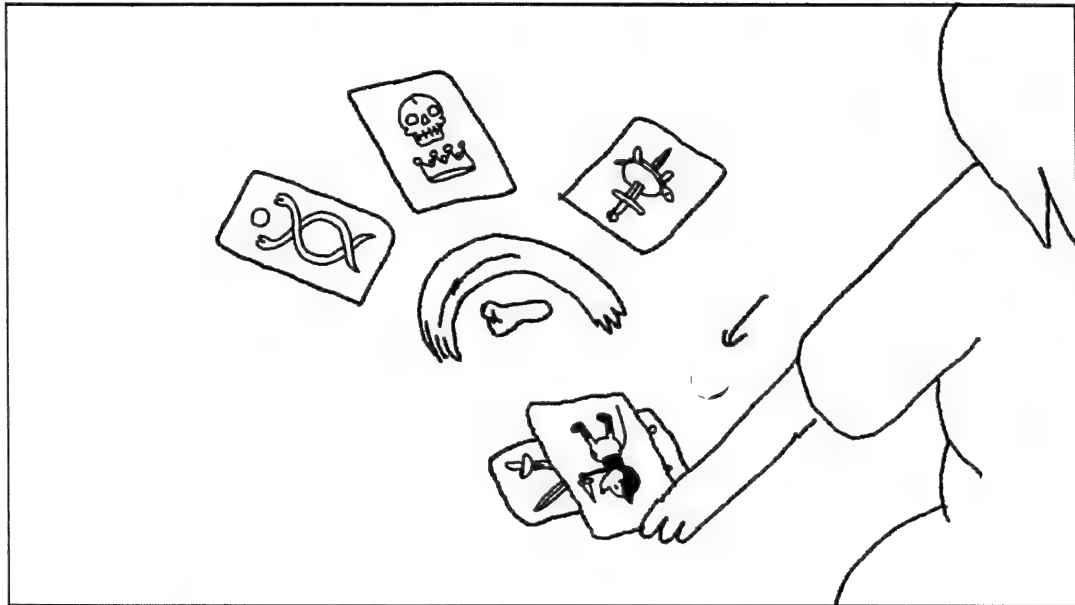
-C.  
4

Sc. 163

Pnl. A

Bg.

day night



1034-238

EPISODE #

Production :



ADVENTURE TIME



Sc. 164

Pnl. A

Bg.

day night

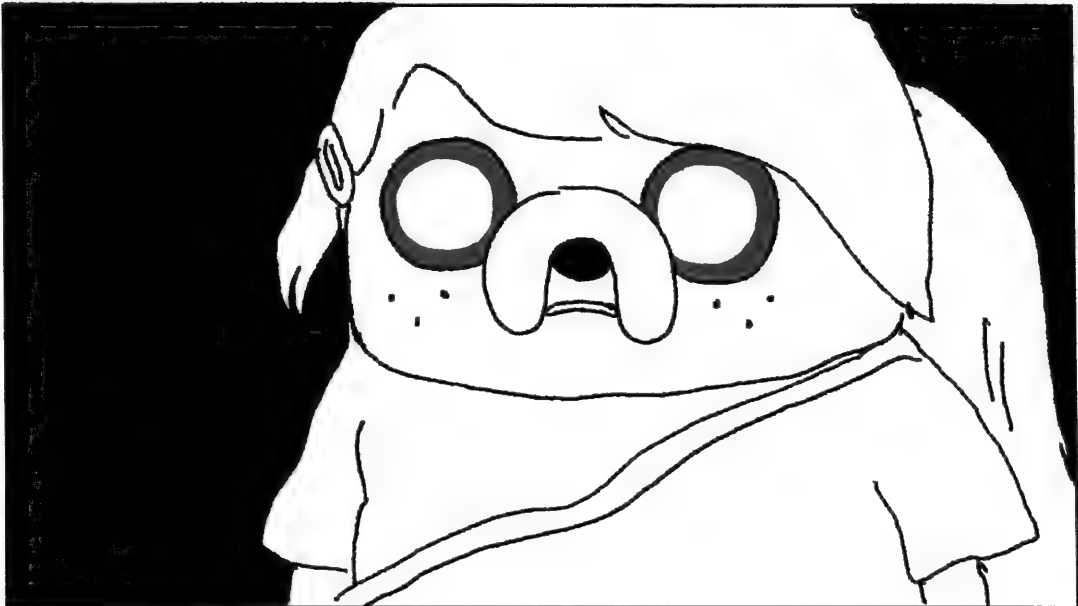


Sc. 165

Pnl. A

Bg.

day night



Dialog:

©(os) MY FORTIES.

©<sup>1</sup> I'M AFRAID

Action:

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME

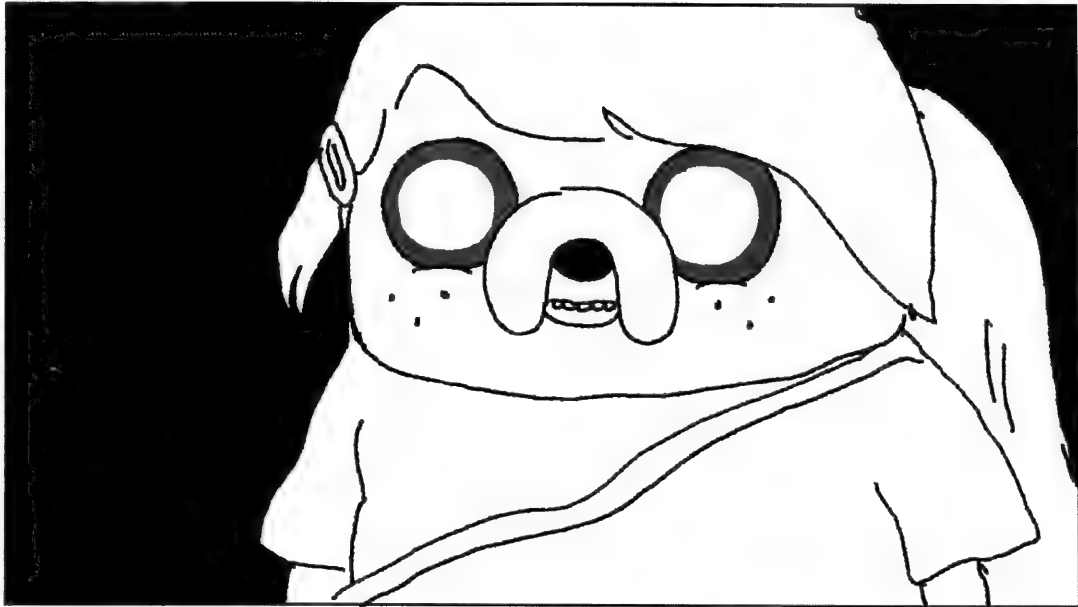


Sc. 165

Pnl. B

Bg.

day night

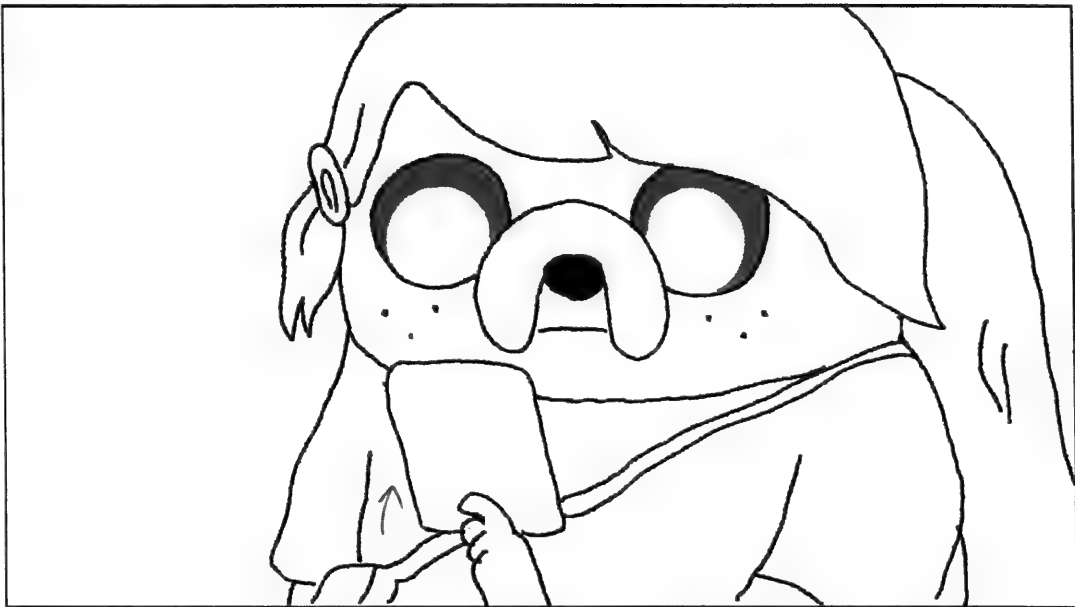


Sc. 165

Pnl. C

Bg.

day night



Dialog:

C/ ALSO I'M NAMING YOU "GIBBON"

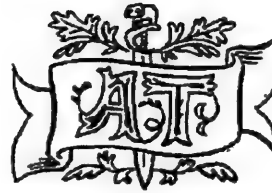
Action:

Timing:

EPISODE # 1034-238

Production :

# ADVENTURE TIME



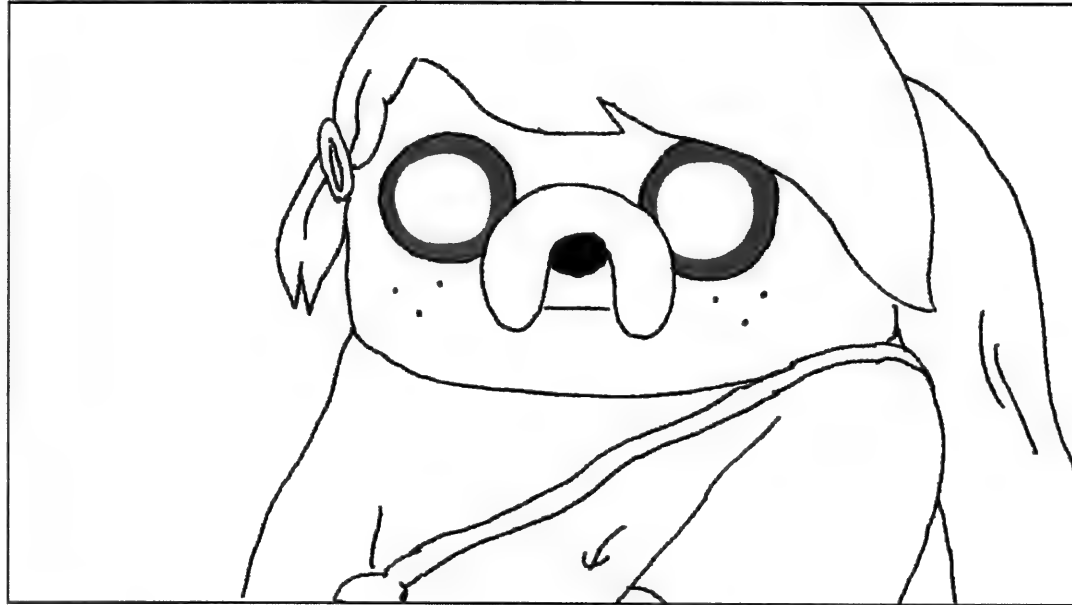
Page 286

Sc. 165

Pnl. D

Bg.

day night

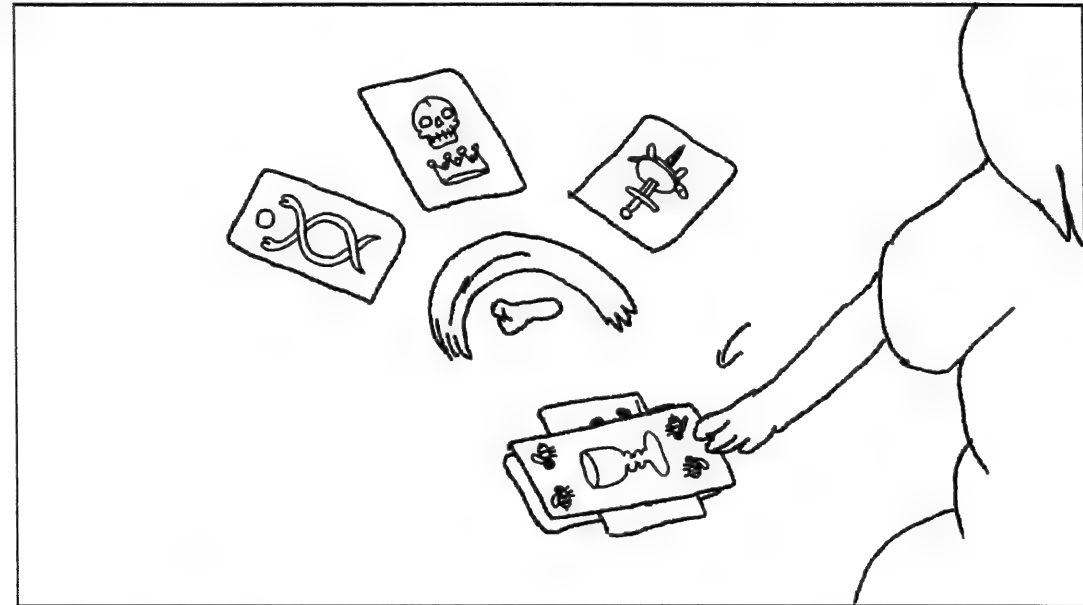


Sc. 166

Pnl. A

Bg.

day night

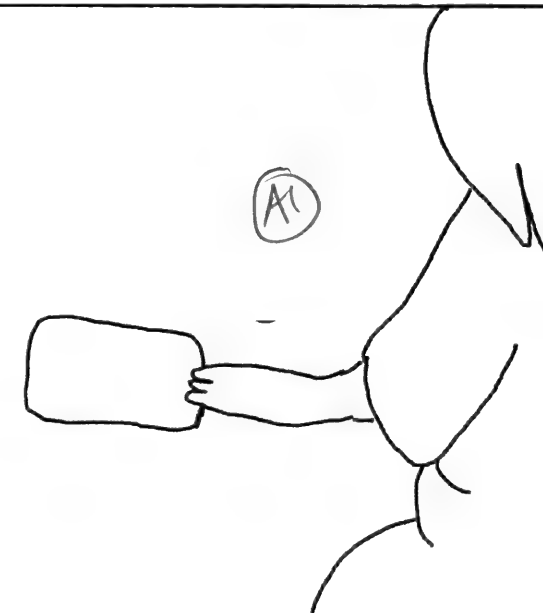


Dialog:

Action:

- C. LAYS DOWN  
ANOTHER CARD.

Timing:



EPISODE # 1034-238

Production :



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# ADVENTURE TIME



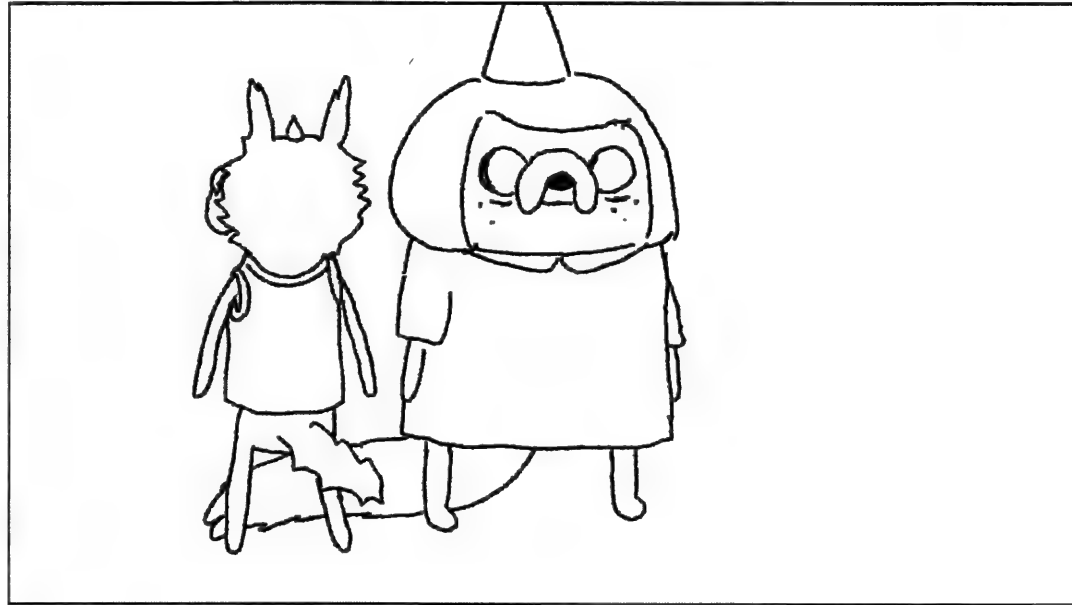
Page 287

Sc. 167

Pnl. A

Bg.

day night

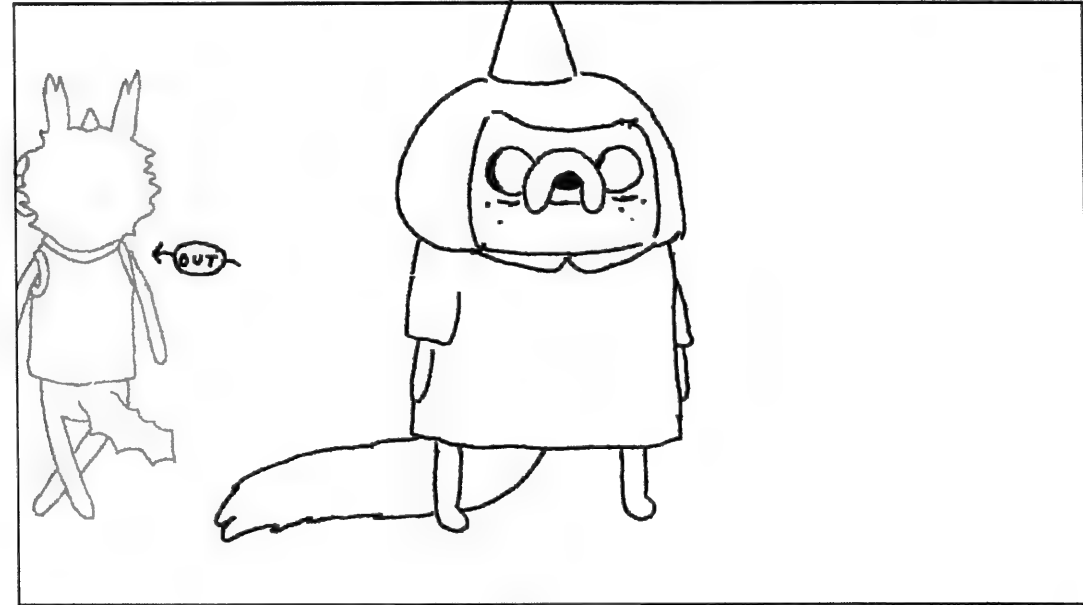


Sc. 167

Pnl. B

Bg.

day night



Dialog:

A

(cos) MY FIFTIES .

Action:



- GIBBON WALKS OFF/S.

Timing:

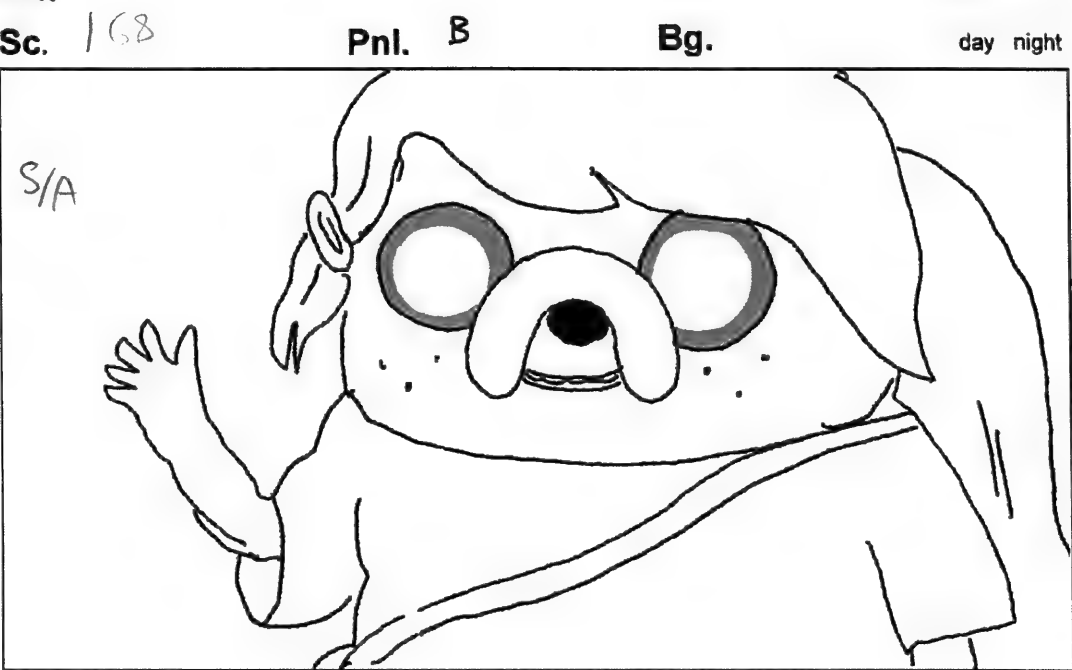
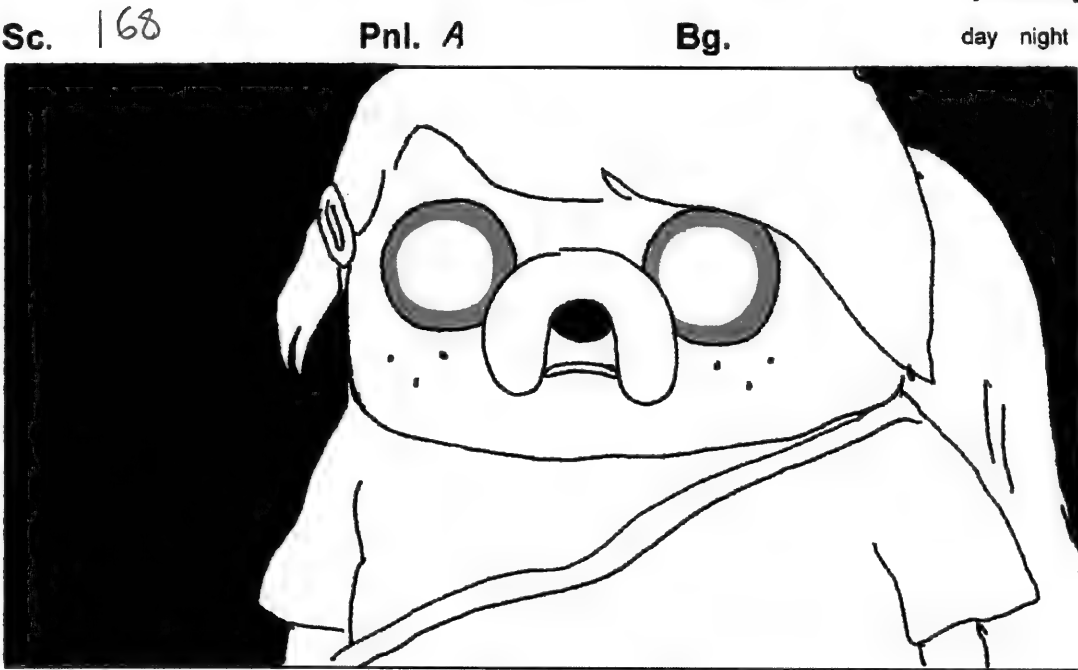
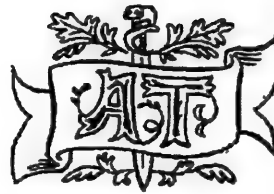
- I FIGURE THAT, SOMEHOW, GIBBON EXISTS.  
HE'S WANDERING OOO WITHOUT A STORY.

EPISODE # 1034-238

Production :

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# ADVENTURE TIME



Dialog:	© MIDLIFE CRISIS	© GOOD LUCK , "GIBBON" !
Action:	:: YELLOW EYES ::	
Timing:		

EPISODE # 1034-238  
Production :

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# ADVENTURE TIME

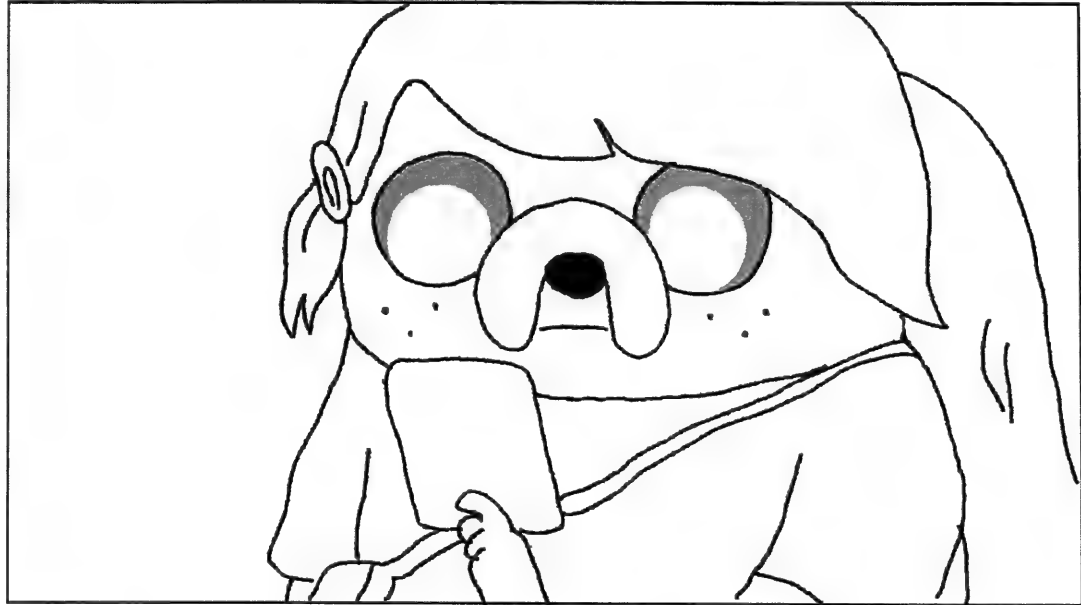


Sc. 168

Pnl. c

Bg.

day night

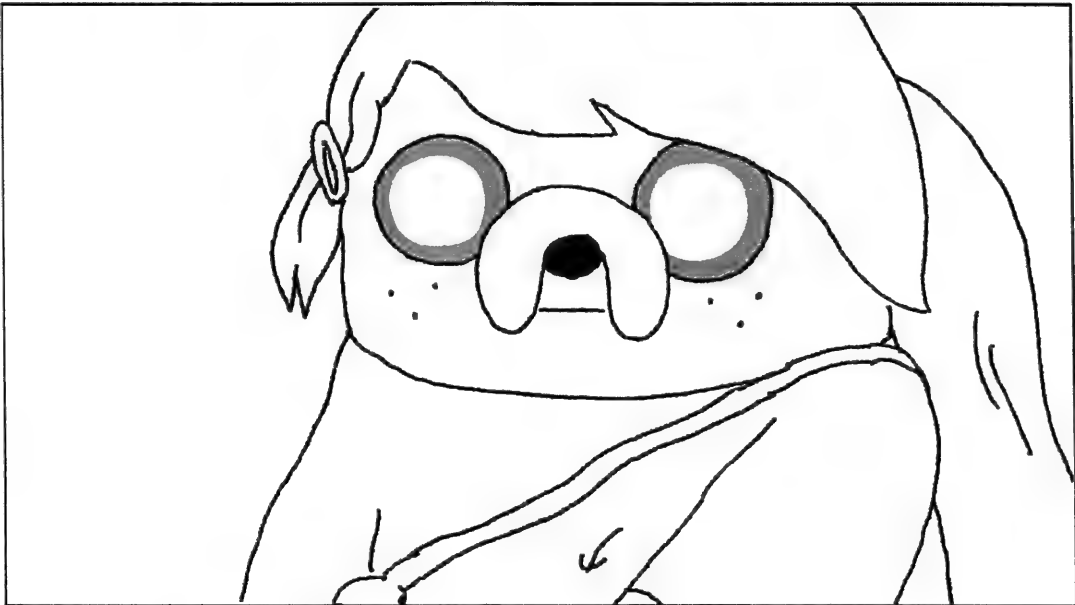


Sc. 168

Pnl. d

Bg.

day night



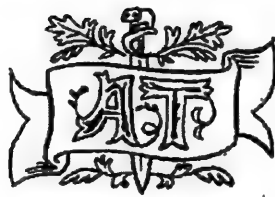
Dialog:
Action:
Timing:

EPISODE # 1034-238  
Production :



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# ADVENTURE TIME

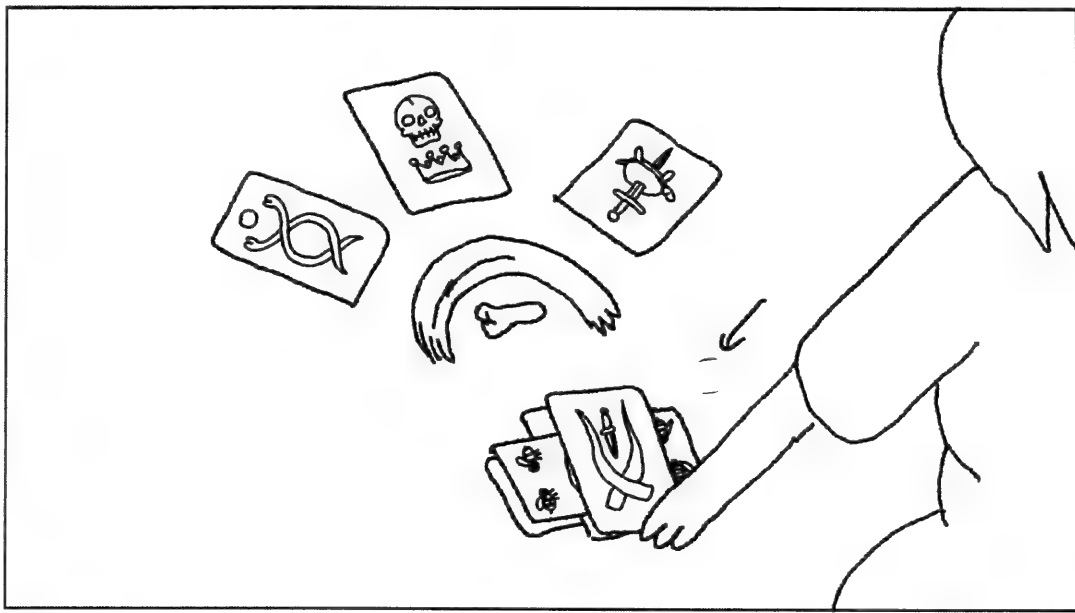


Sc. 169

Pnl. A

Bg.

day night



Sc. 170

Pnl. A

Bg.

day night



Dialog:

Action: -C. LAYS DOWN  
ANOTHER CARD.

Timing:



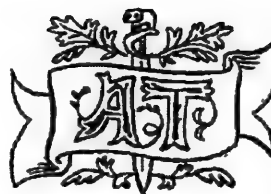
~~C~~(os) MY SIXTIES.

1034-238

EPISODE #

Production :

# ADVENTURE TIME



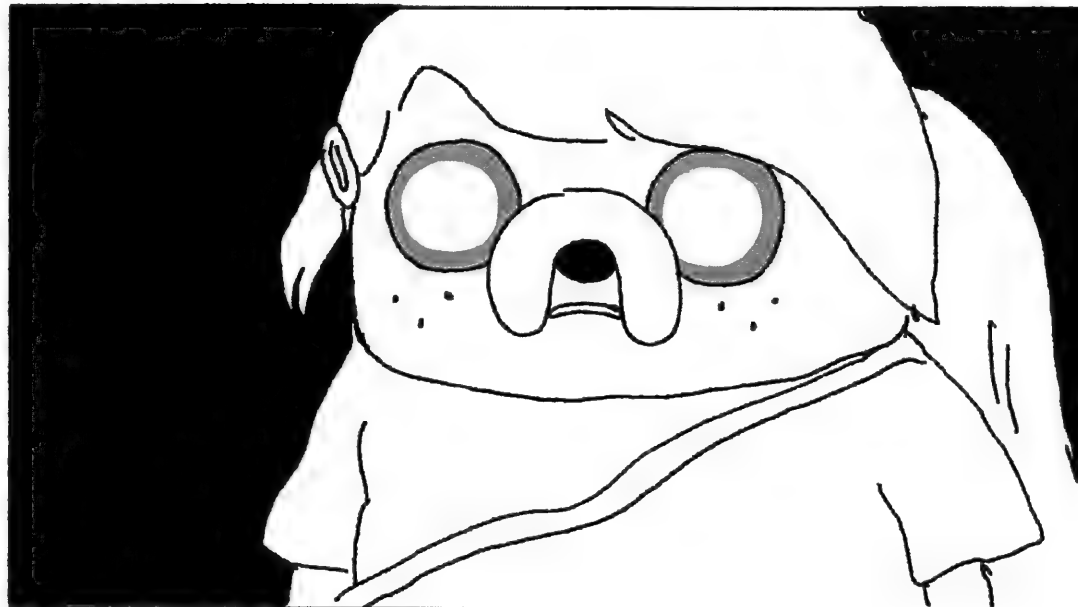
Page 291

Sc. 171

Pnl. A

Bg.

day night

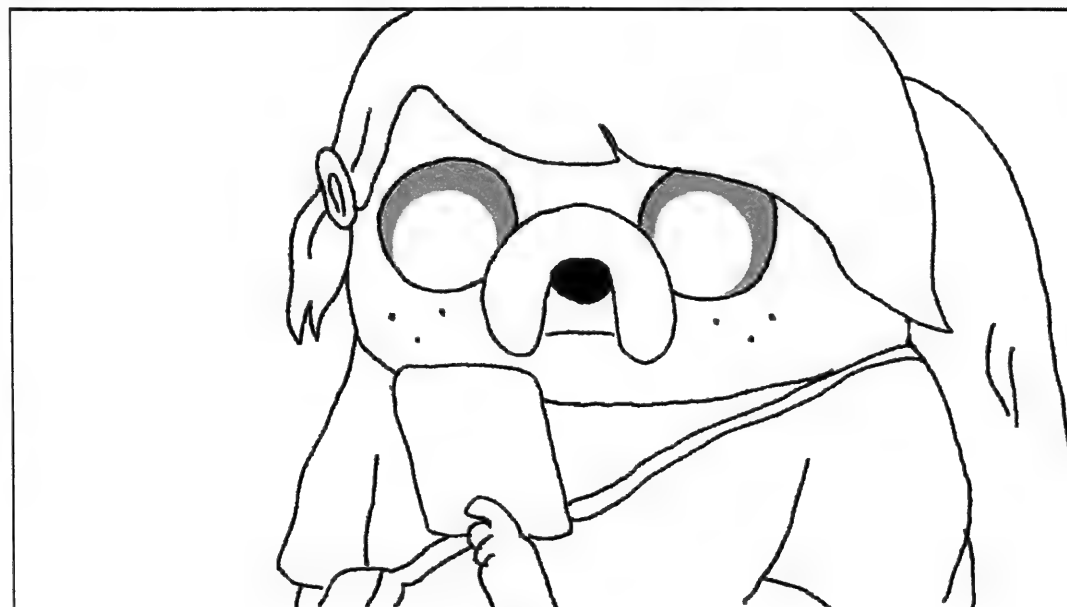


Sc. 171

Pnl. B

Bg.

day night



Dialog:

ⓑ I'M UNFAMILIAR WITH MY  
CHANGING BODY.

Action:

== RED EYES == AGAIN. I RAN  
OUT OF COLOURS.

Timing:

EPISODE # 1034-238

Production :

# ADVENTURE TIME



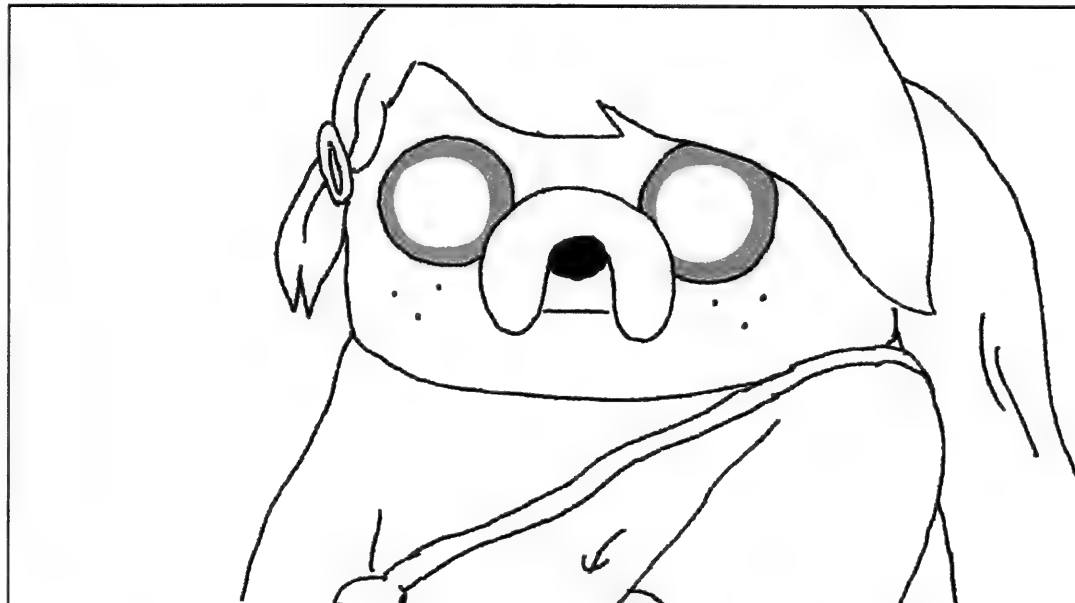
Page 292

Sc. 171

Pnl. C

Bg.

day night

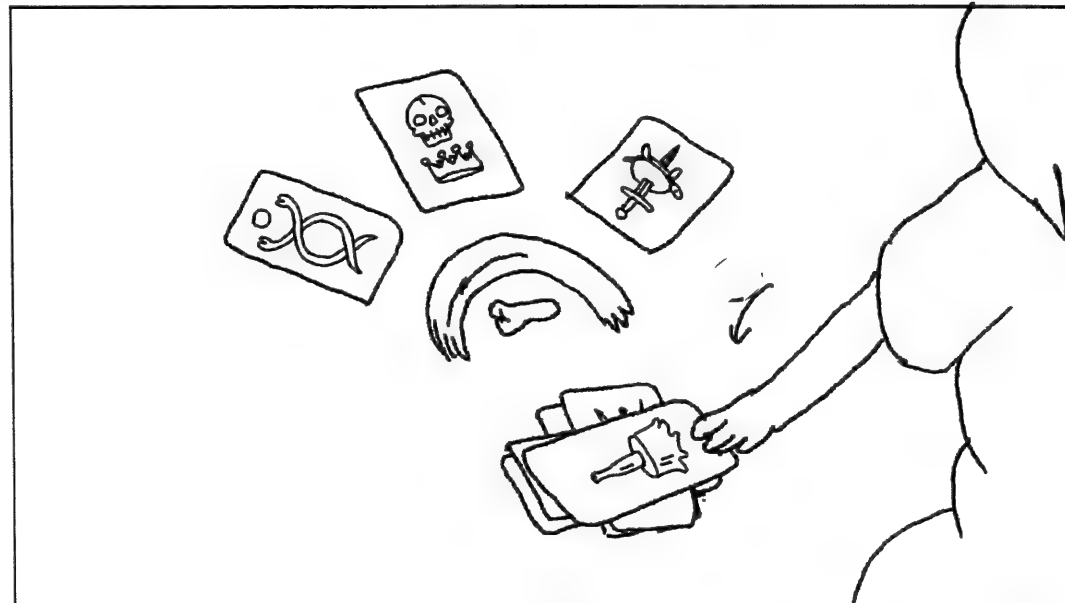


Sc. 172

Pnl. A

Bg.

day night

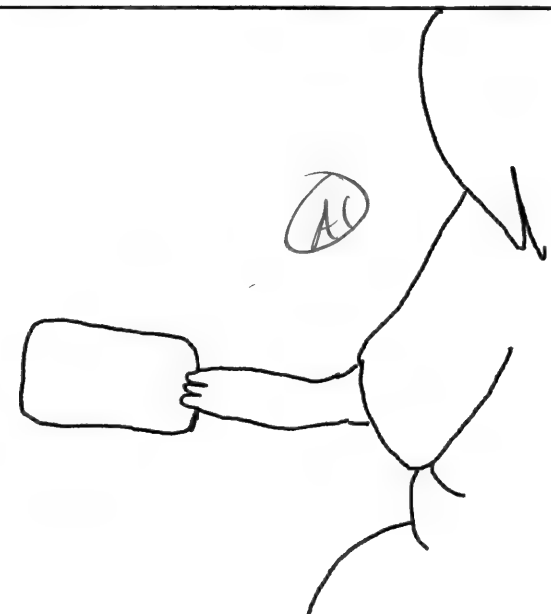


Dialog:

Action:

Timing:

- C. LAYS DOWN  
ANOTHER CARD.



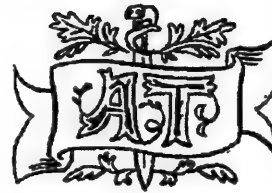
1034-238

EPISODE #

Production :



# ADVENTURE TIME



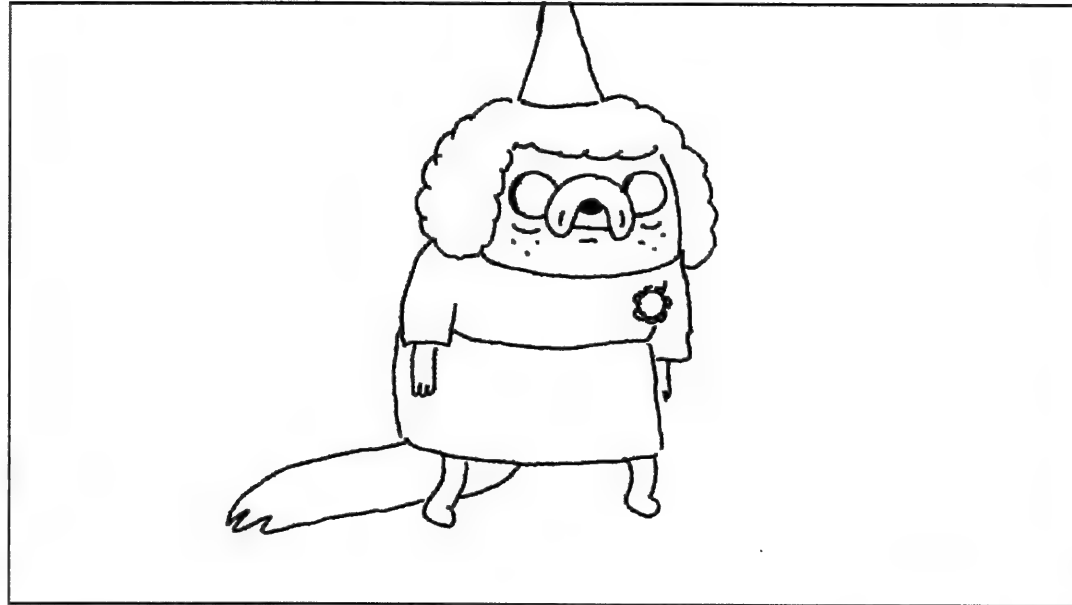
Page 293

Sc. 173

Pnl. A

Bg.

day night

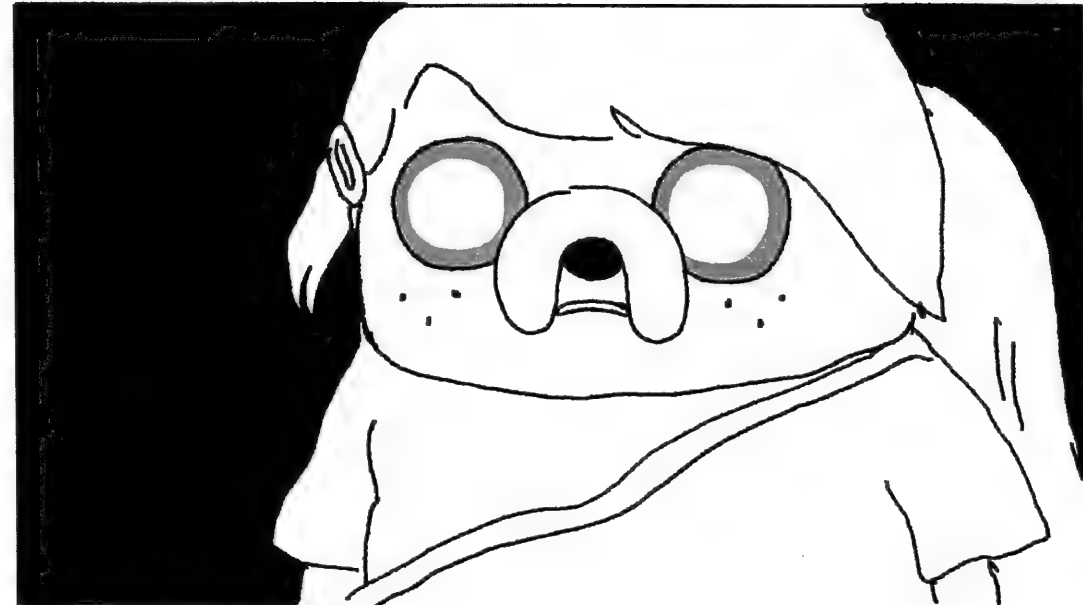


Sc. 174

Pnl. A

Bg.

day night



Dialog:

Ⓒ (os) MY SEVENTIES.

Ⓐ I BEGIN TO LOSE PEOPLE  
AROUND ME.

Action:

== BLUE EYES ==

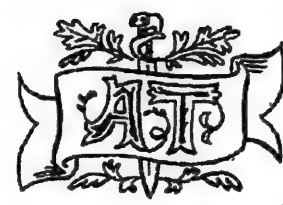
Timing:

EPISODE # 1034-238

Production :

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# ADVENTURE TIME

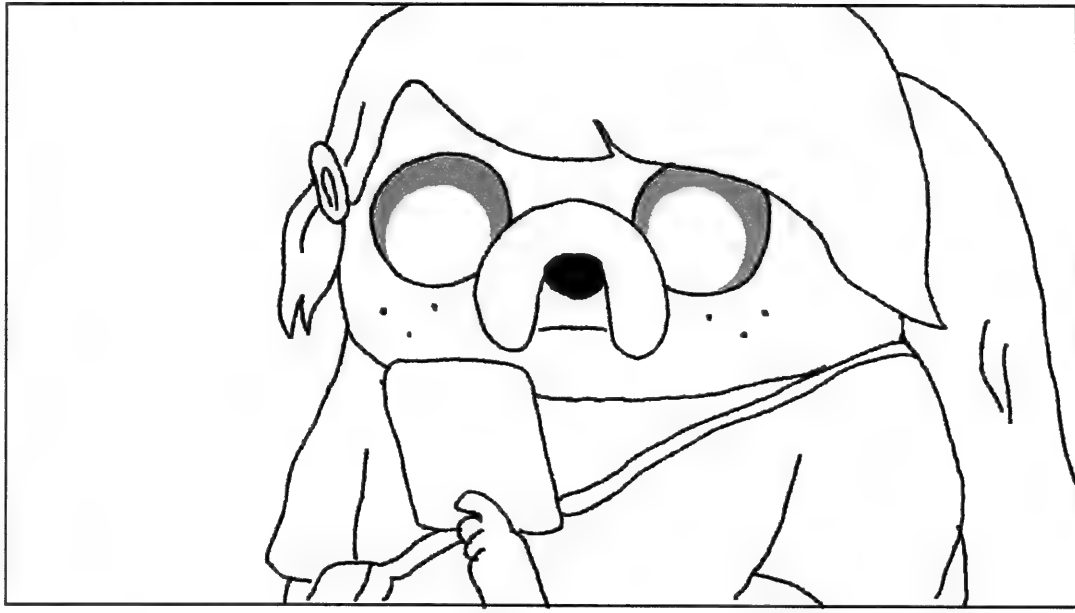


Sc. 174

Pnl. B

Bg.

day night

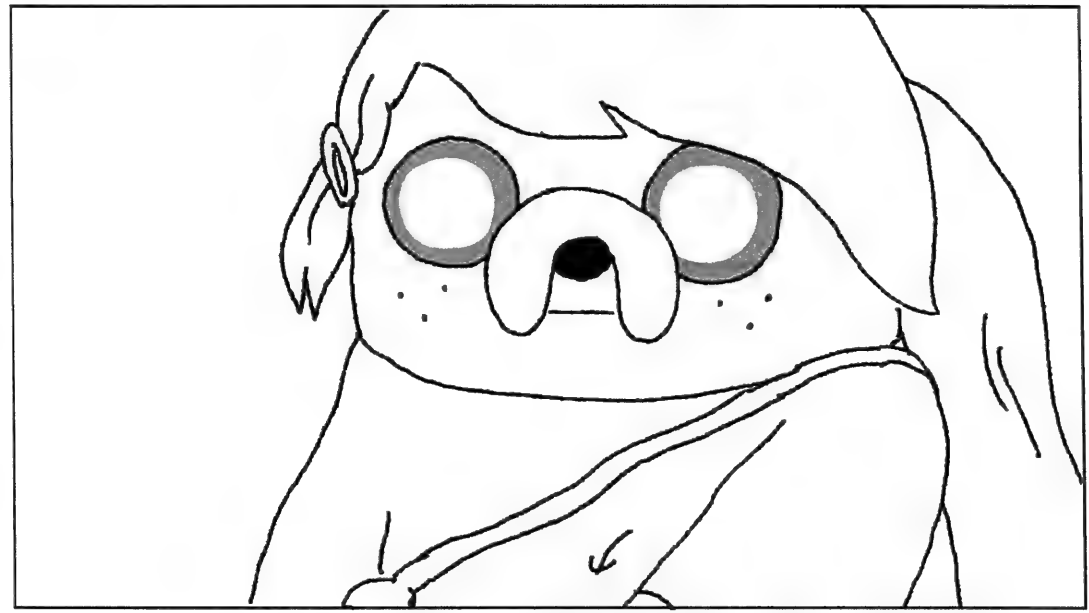


Sc. 174

Pnl. C

Bg.

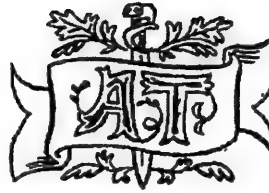
day night



Dialog:
Action:
Timing:

EPISODE # **1034-238**  
Production :

# ADVENTURE TIME



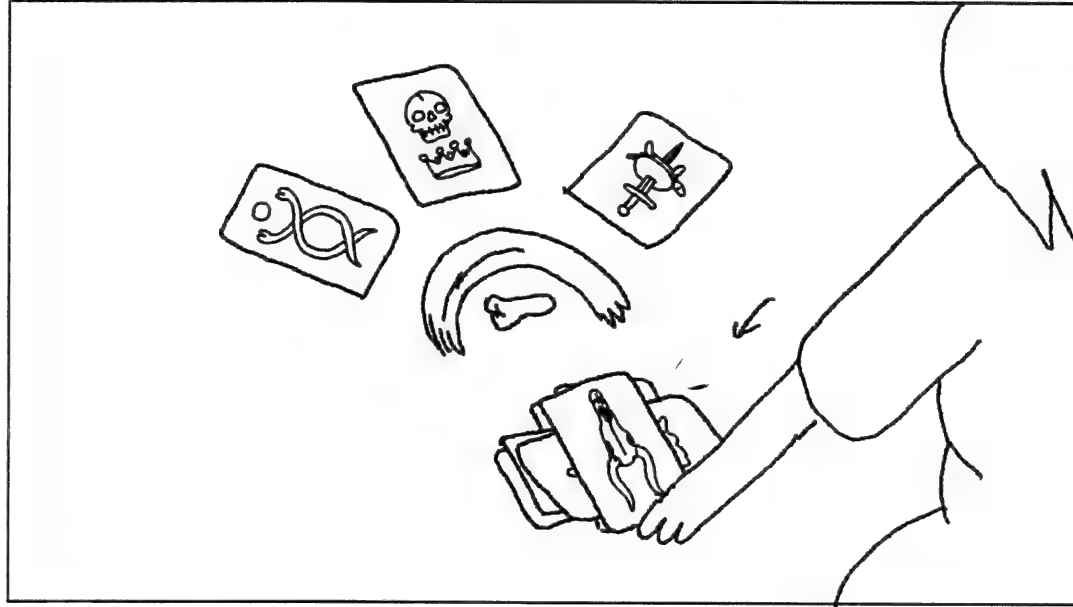
Page 295

Sc. 175

Pnl. A

Bg.

day night



Sc. 176

Pnl. A

Bg.

day night



Dialog:

Action: -C. LAYS  
DOWN ANOTHER  
CARD.

Timing:



@(os) MY EIGHTIES.

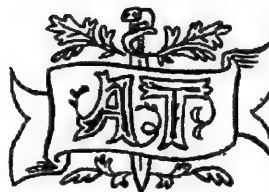
EPISODE # 1034-238

Production :



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# ADVENTURE TIME



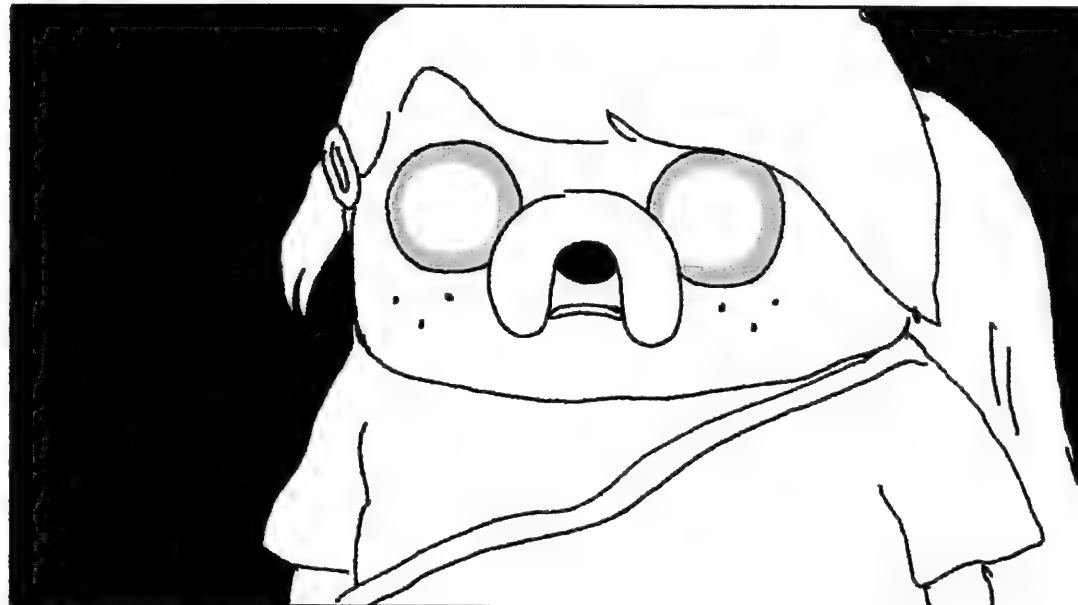
Page 296

Sc. 177

Pnl. A

Bg.

day night

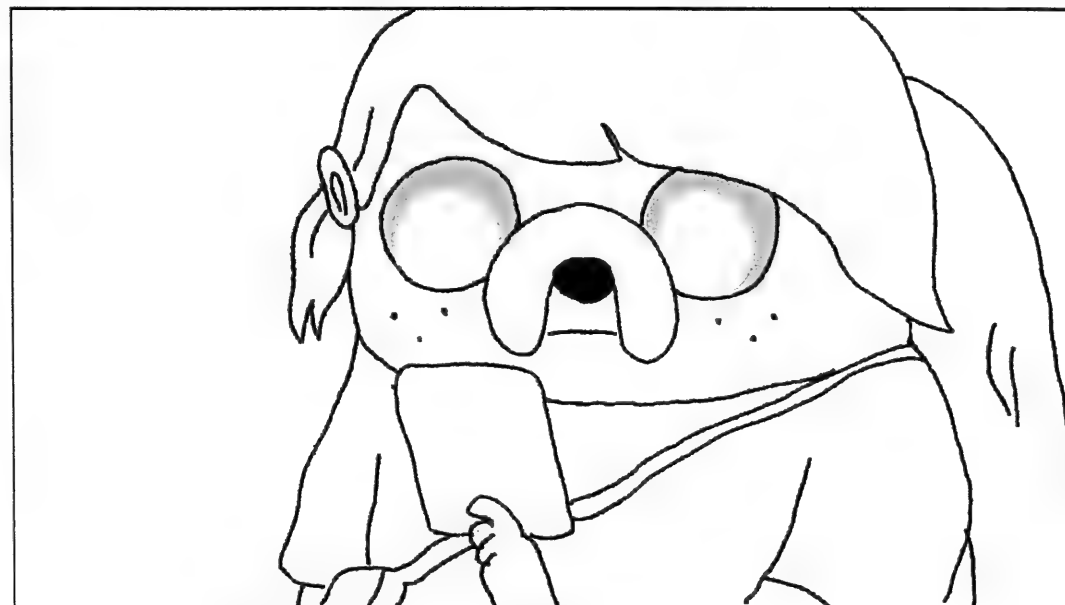


Sc. 177

Pnl. B

Bg.

day night



Dialog:

Ⓟ I'M AFRAID AGAIN.

Action:

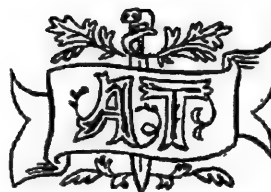
≡ PURPLE EYES ≡

Timing:

EPISODE # 1034-238

Production :

# ADVENTURE TIME

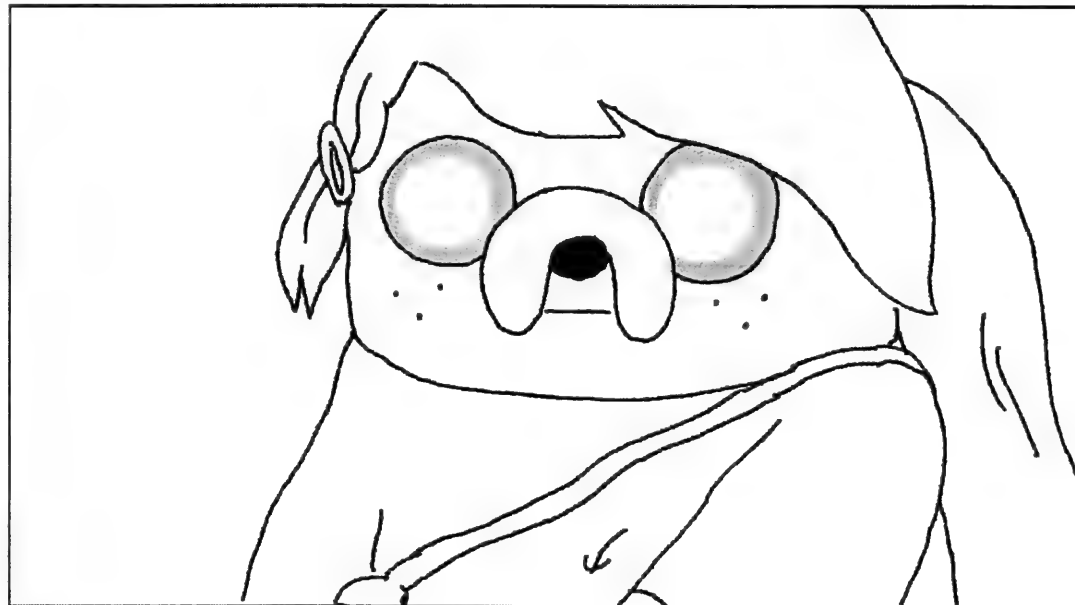


Sc. 177

Pnl. C

Bg.

day night

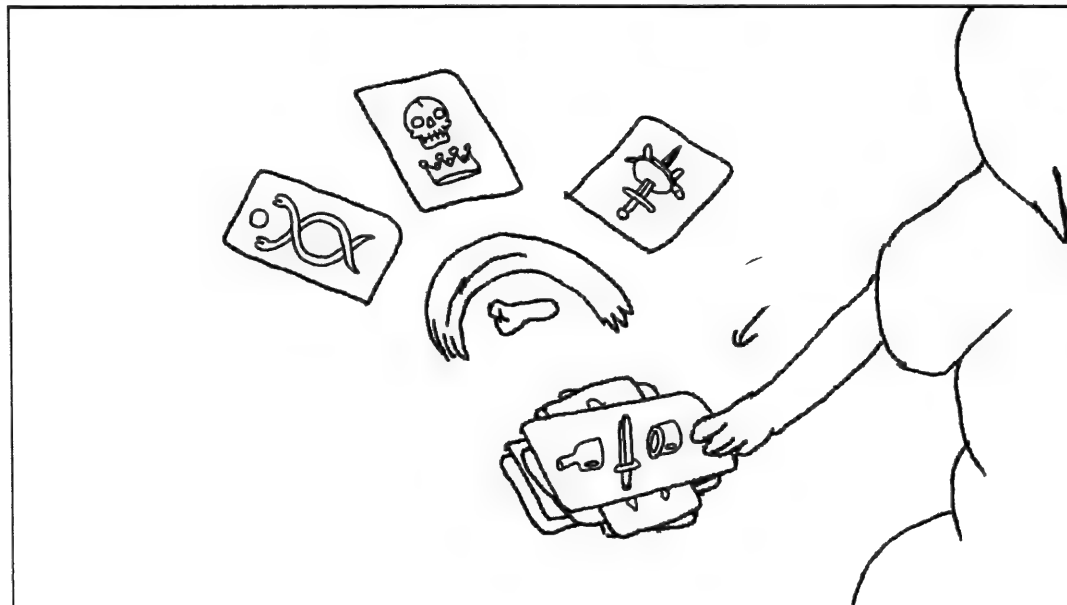


Sc. 178

Pnl. A

Bg.

day night

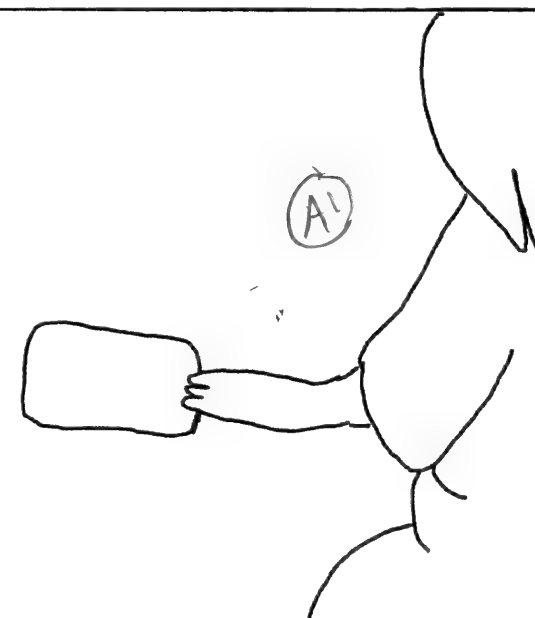


Dialog:

Action:

Timing:

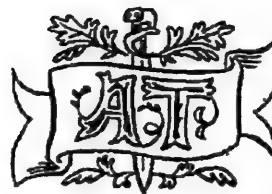
- C, SETS DOWN  
FINAL CARD.



EPISODE # 1034-238

Production :

# ADVENTURE TIME



Page 298

Sc. 179

Pnl. A

Bg.

day night

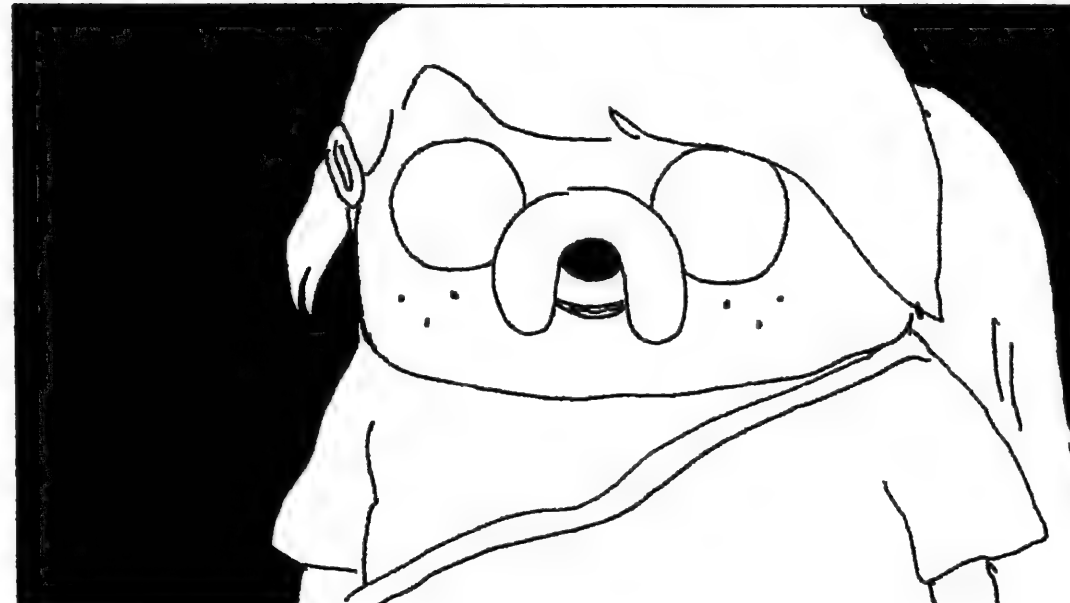


Sc. 180

Pnl. A

Bg.

day night



Dialog:

Ⓒ MY NINETIES...

Ⓐ ... I'M CONTENT AND WISE.

Action:

~ PINK EYES ~

Timing:

1034-238

EPISODE #

Production :



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# ADVENTURE TIME



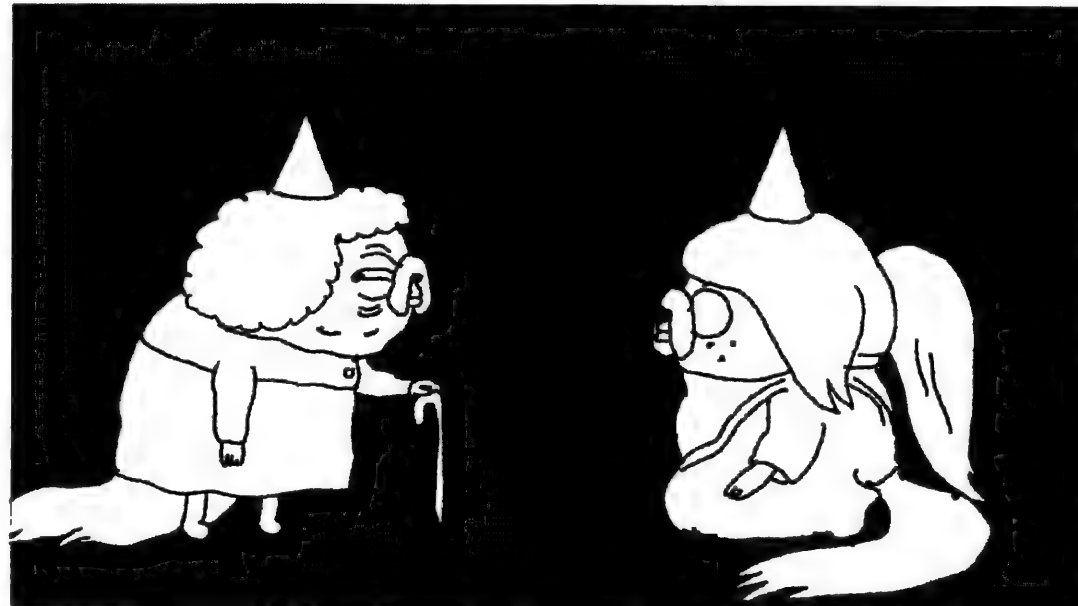
Page 299

Sc. 181

Pnl. A

Bg.

day night

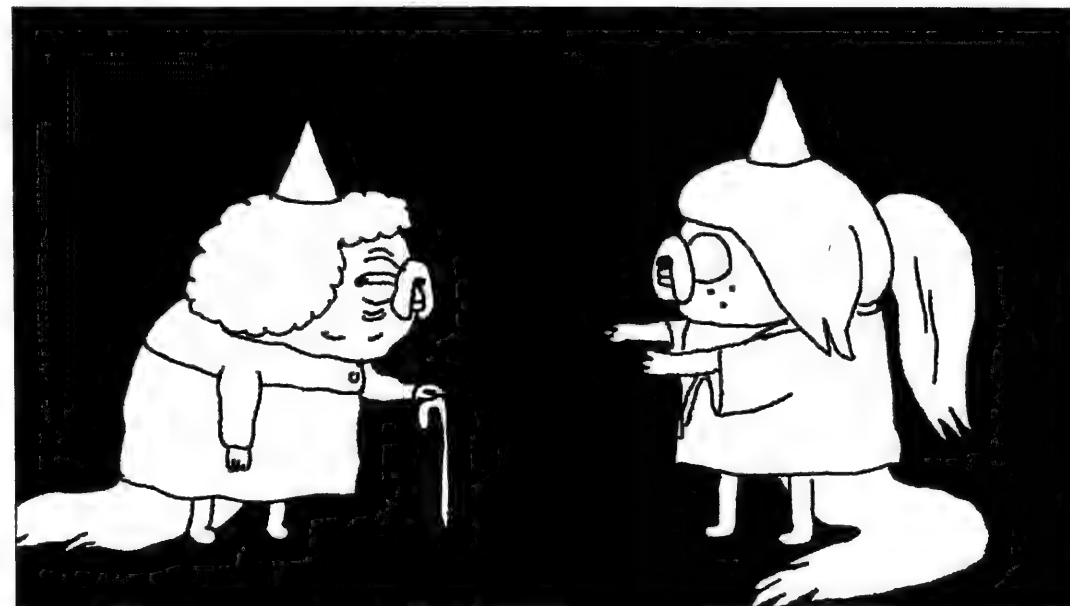


Sc. 181

Pnl. B

Bg.

day night



Dialog:

Action:

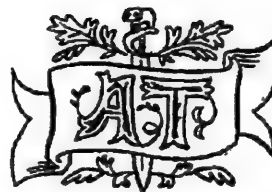
- C. STANDS UP.

Timing:

EPISODE # 1034-238

Production :

# ADVENTURE TIME



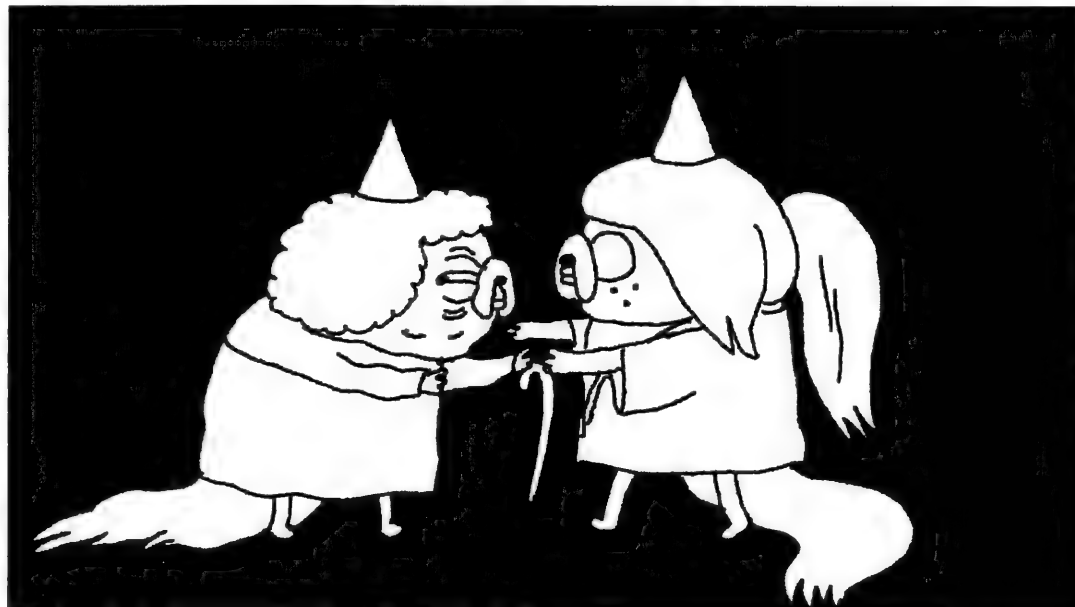
Page 300

Sc. 181

Pnl. C

Bg.

day night

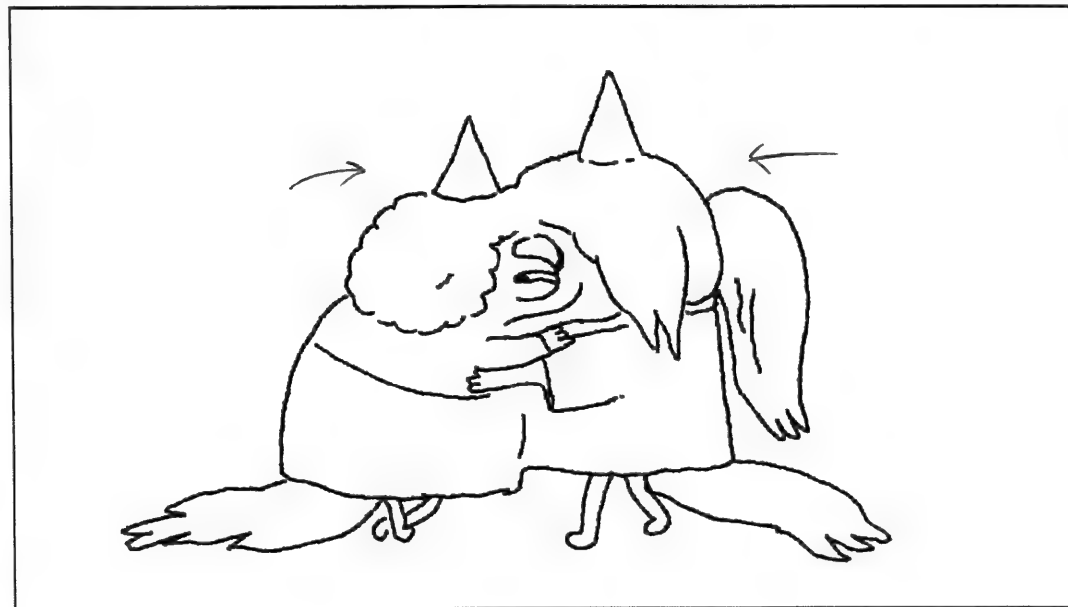


Sc. 181

Pnl. D

Bg.

day night



Dialog:

Action:

- CHARLIE EMBRACES 90s CHARLIE.

Timing:

EPISODE # 1034-238

Production :

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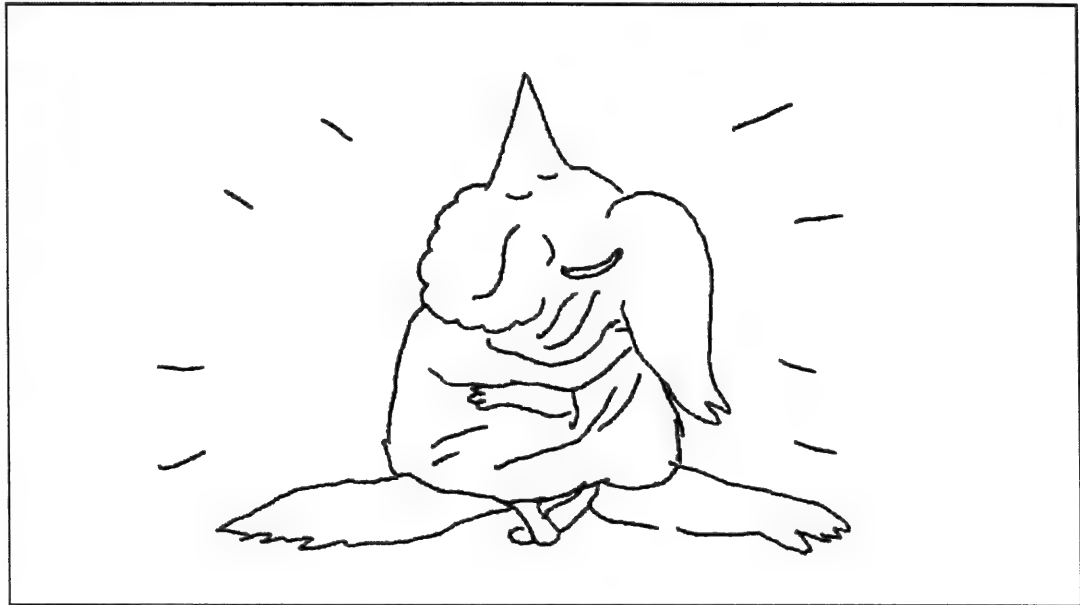
ADVENTURE TIME



Sc. 181 Pnl. E Bg. day night



Sc. 181 Pnl. F Bg. day night



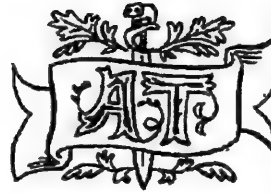
Dialog:	
Action:	- CHARLIES MERGE. - PAINT of LIGHT GROWS
Timing:	

EPISODE # 1034-238  
Production :



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# ADVENTURE TIME



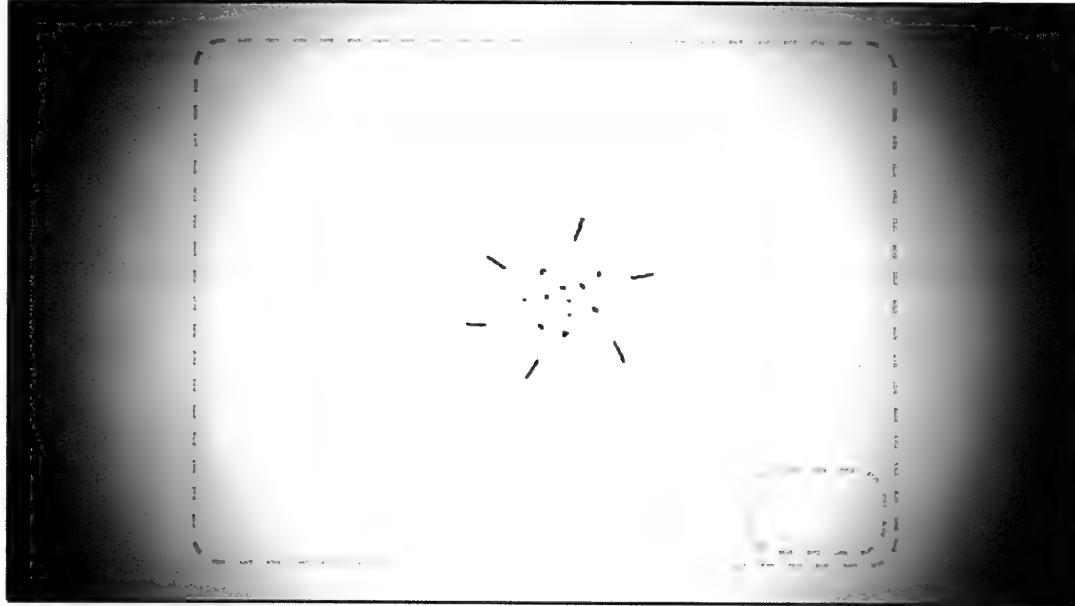
Page 302

Sc. 181

Pnl. G

Bg.

day night

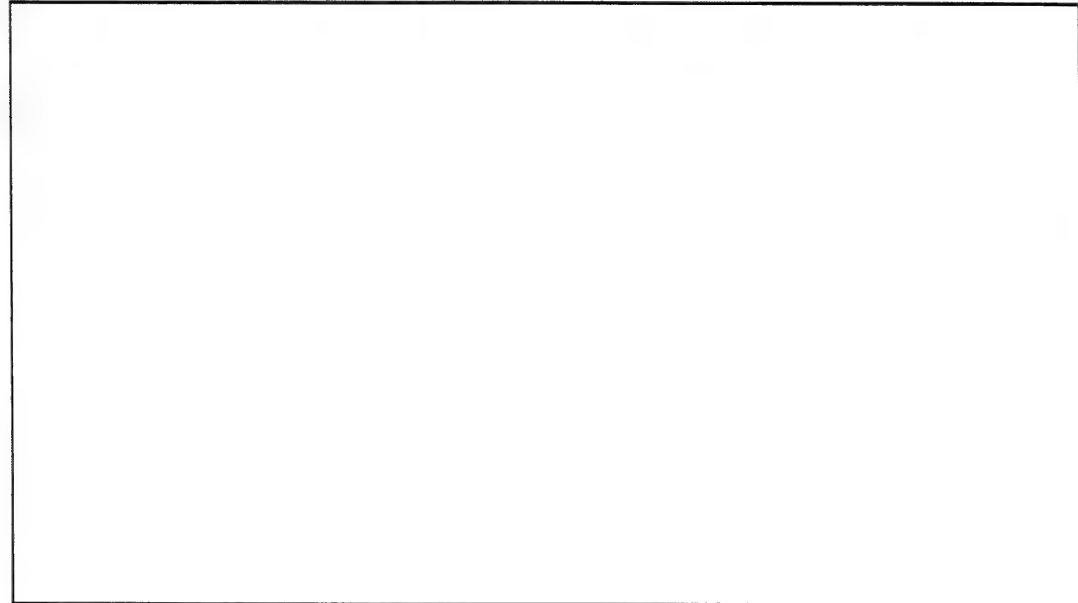


Sc. 181

Pnl. H

Bg.

day night



Dialog:

Action:

LIGHT GROWS BRIGHTER

Timing:

EPISODE # **1034-238**

Production :

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ADVENTURE TIME



Sc. 181

Pnl. I

Bg.

day night



Sc. 181

Pnl. J

Bg.

day night



Dialog:

@ YEAH -

Action:

-FADE IN. ALT AH MAN THAT'S BETTER.

-C. BRUSHES BACK HAIR.

Timing:

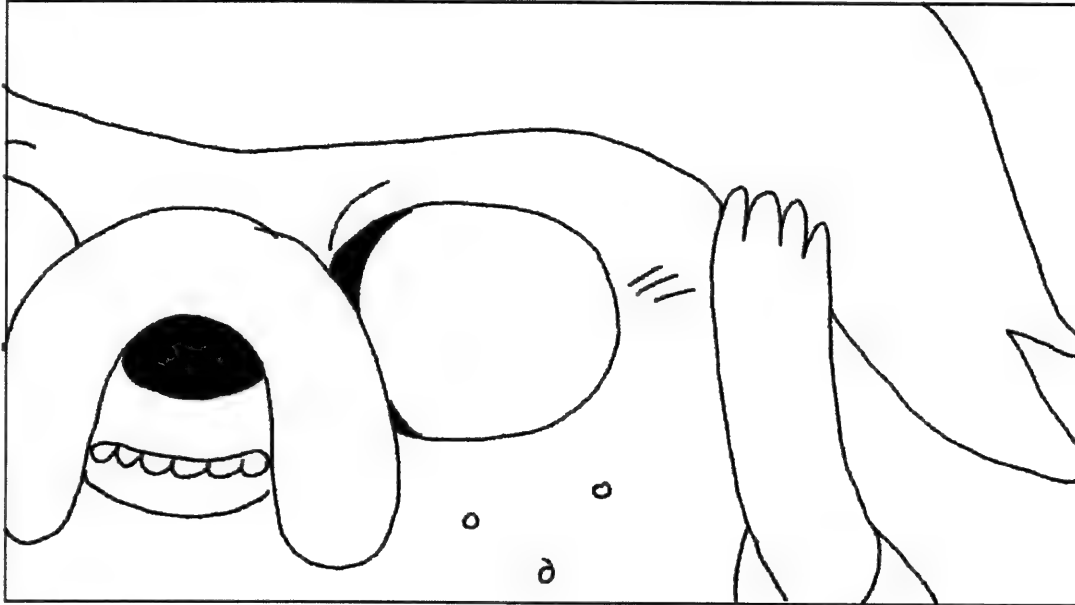
EPISODE # 1034-238  
Production :

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# ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night



Dialog:
© WRINKLES.
Action:
Timing:

Sc. 183 Pnl. A Bg. day night



EPISODE # 1034-238 Production :



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ADVENTURE TIME



Sc. 183 Pnl. 0 Bg. day night



Dialog:  
C/ OH NO! I'VE BEEN

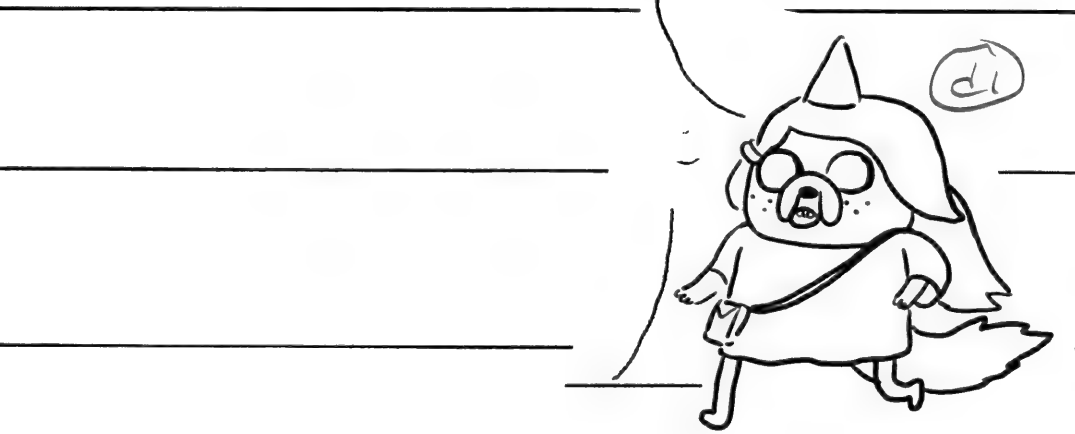
Action:

Timing:

Sc. 183 Pnl. 1 Bg. day night



A total wand to my Dad  
C/ I'VE gotta go help him!



EPISODE # 1034-238

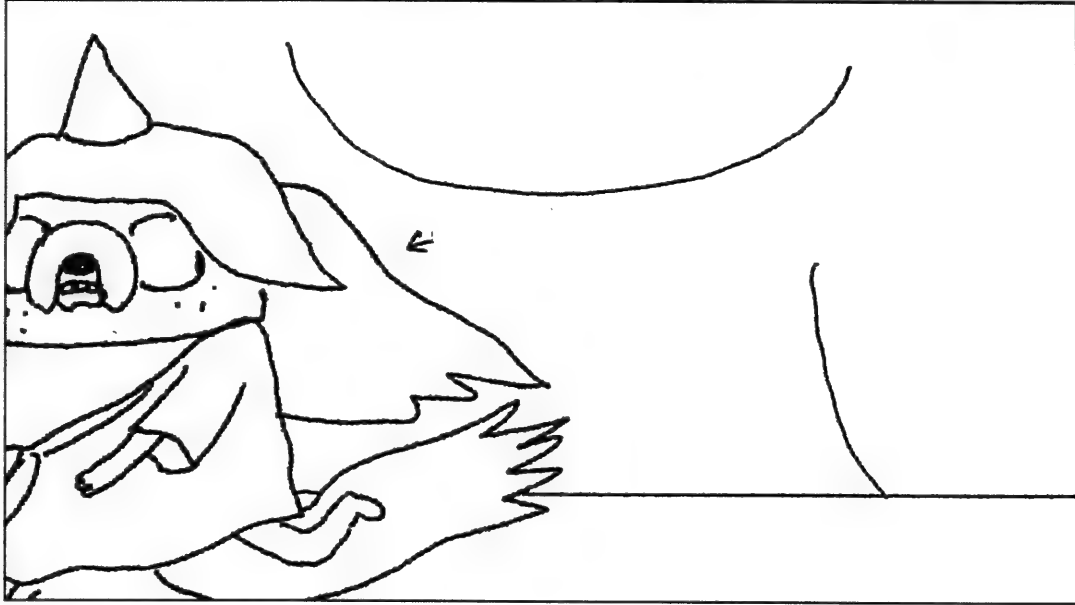
Production :

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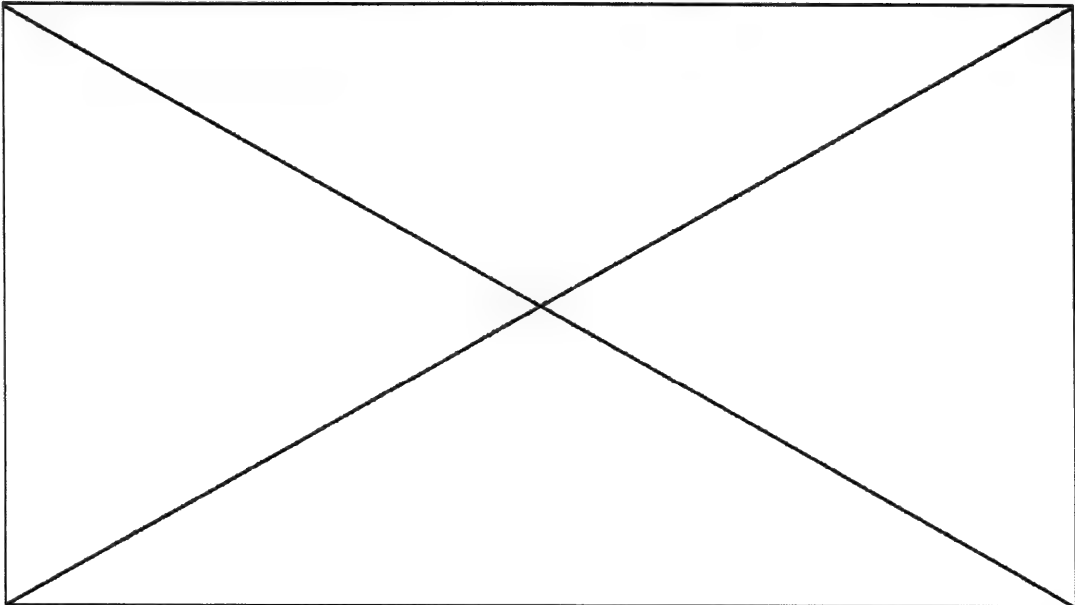
# ADVENTURE TIME



Sc. 183 Pnl. 0 Bg. day night



Sc. - Pnl. - Bg. - day night



Dialog:	
Action:	
Timing:	

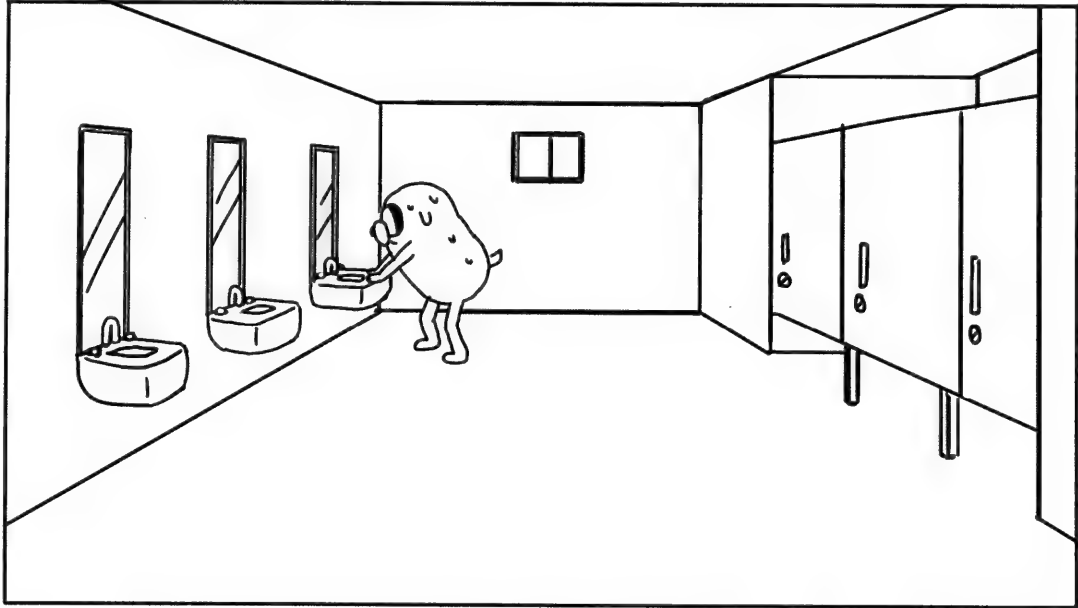
EPISODE # 1034-238  
Production :

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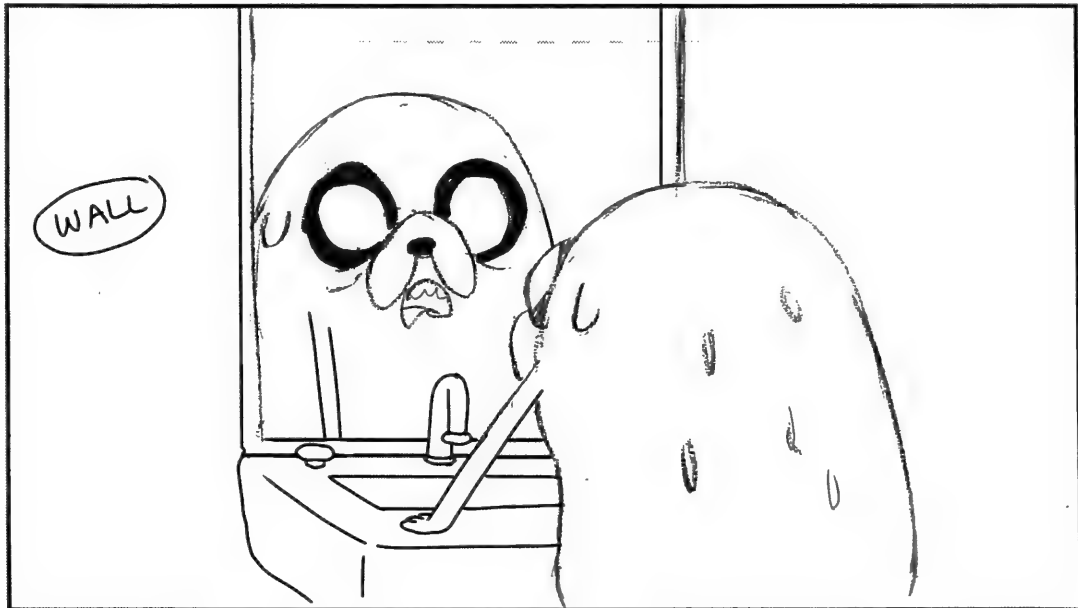
ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:	① C'MON JAKEY...	J/ Pull it together.
Action:	-J, STARES INTO RESTROOM MIRROR.	
Timing:		

EPISODE # 1034-238  
Production:



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ADVENTURE TIME

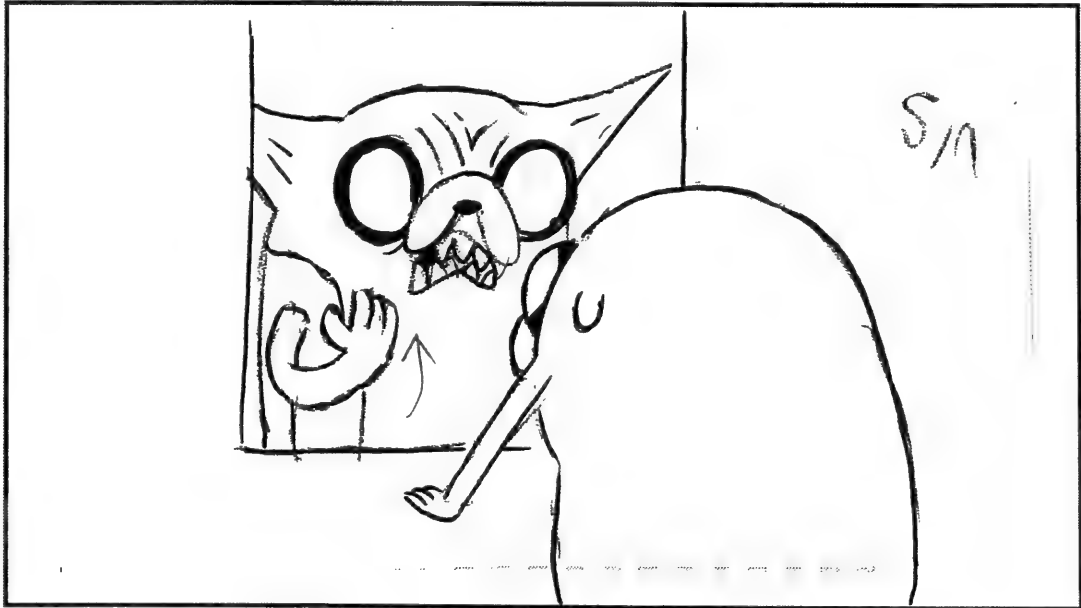


Sc. 185

Pnl. B

Bg.

day night

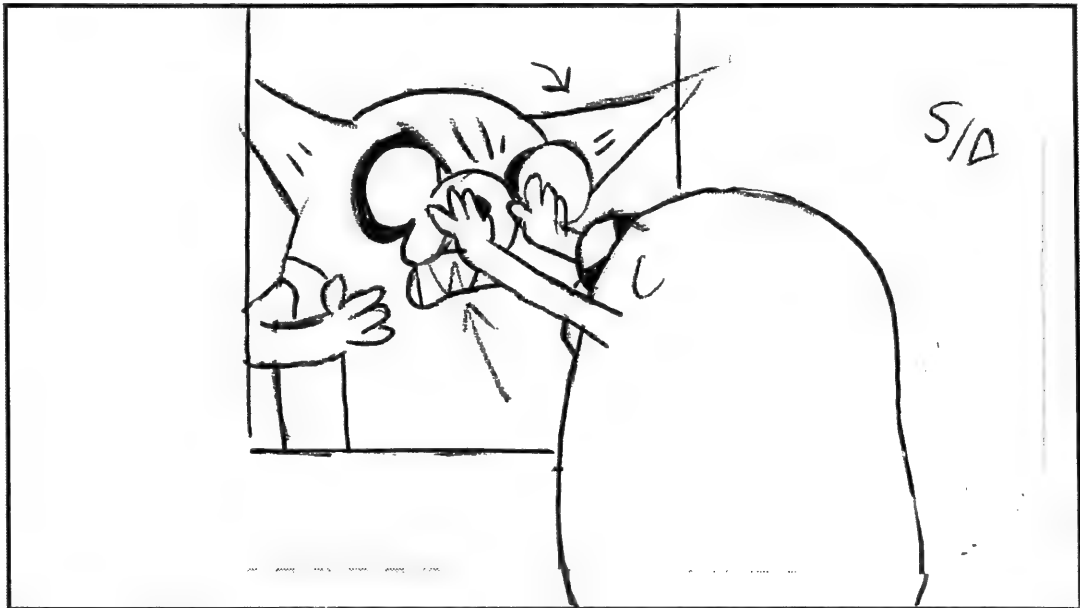


Sc. 185

Pnl. C

Bg.

day night



Dialog:

J20: BLEH-WIN! WIN AT ALL COSTS!

REX JAL (W)  
J: NO I BURY YOU!

Action:

- J'S REFLECTION TURNS INTO J-20.

- J PUTS HAND ON MIRROR.

Timing:

EPISODE #

1034-238

Production:

ADVENTURE TIME



Sc. 186 Pnl. A Bg. day night



Sc. 187 Pnl. A Bg. day night



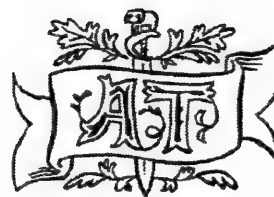
Dialog:	<p>J20:</p> <p>FEEL YOUR TWENTIES!</p> <p>(VO) ① Shread the dunes! 2-</p>
Action:	
Timing:	

1034-238

EPISODE #

Production:

# ADVENTURE TIME



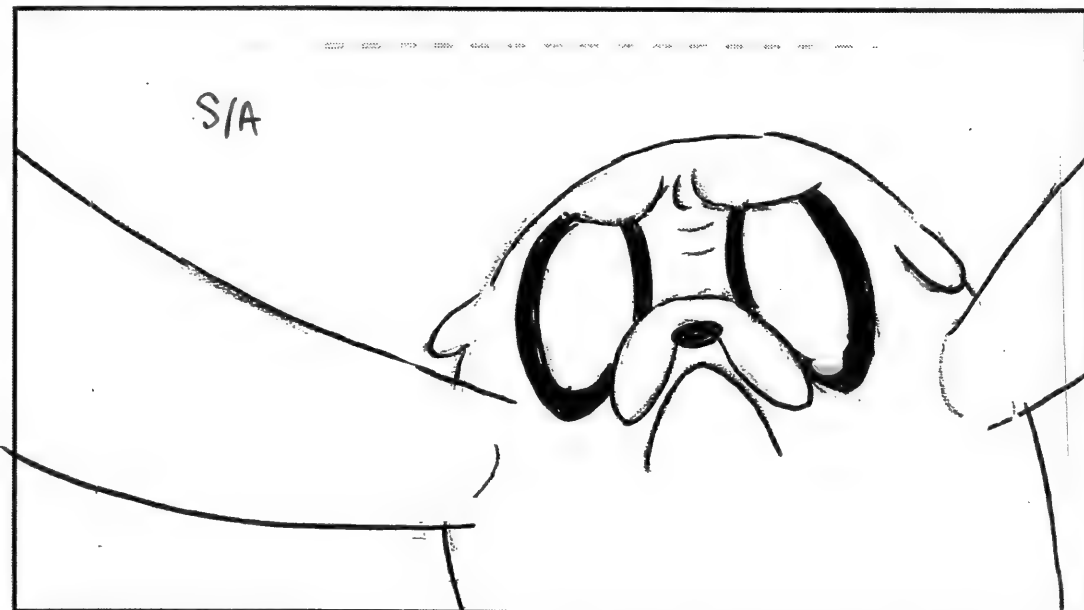
Page 310

Sc. 187

Pnl. B

Bg.

day night



Sc. 187

Pnl. C

Bg.

day night



Dialog:

J20: FROST YOUR TIPS,  
PUKA SHELL NECKLACES!

Action:

Timing:

J/ NO NO NO!  
C(o.s.)/ Hey young man!



EPISODE # 1034-238

Production:



ADVENTURE TIME



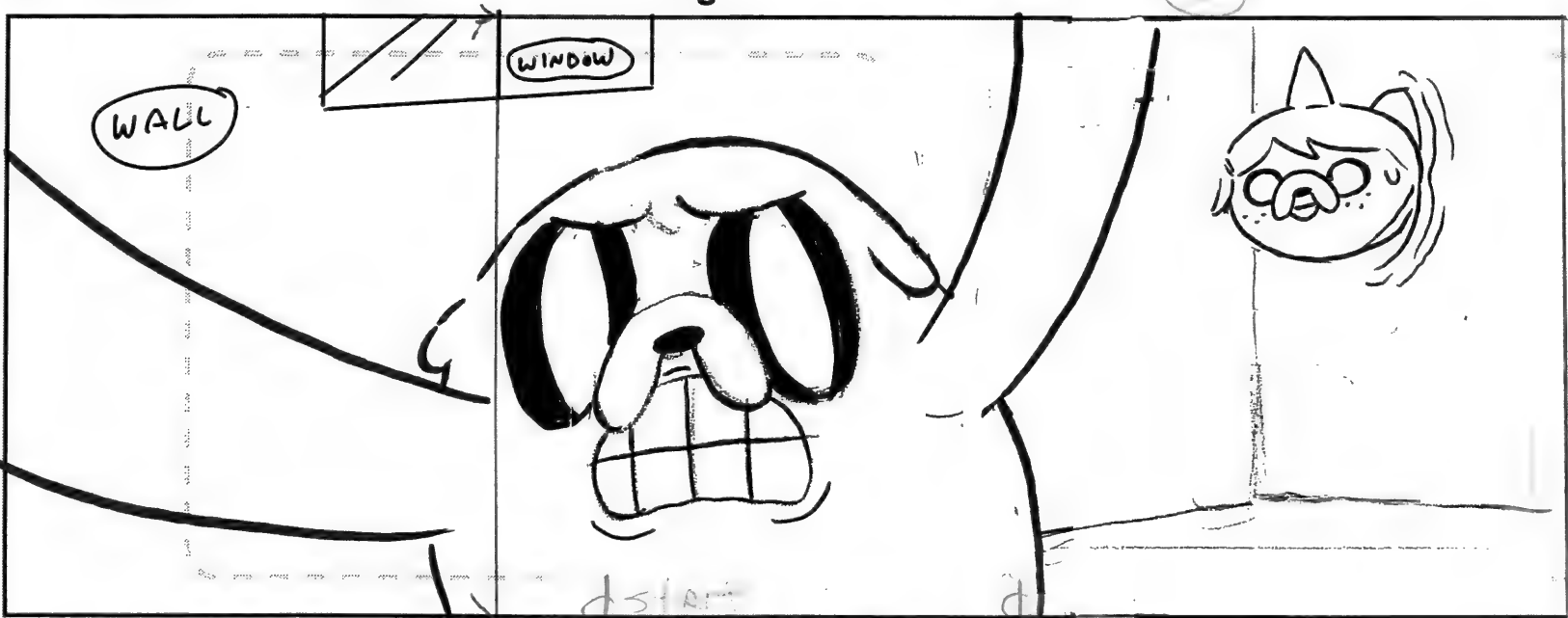
Sc. 187

Pnl. D

Bg.

day night

(E)



Dialog:

(up)  
C: BE COOL.

(PAN) →

Action:

-PAN RIGHT TO C. COMING THROUGH WALL.

Timing:

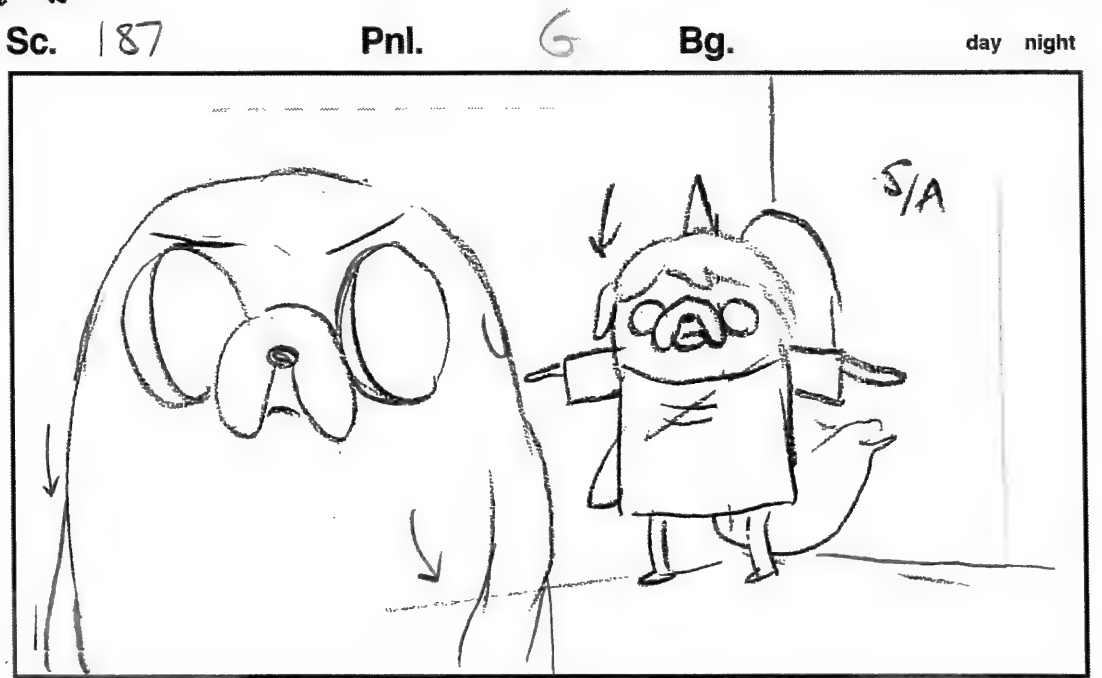
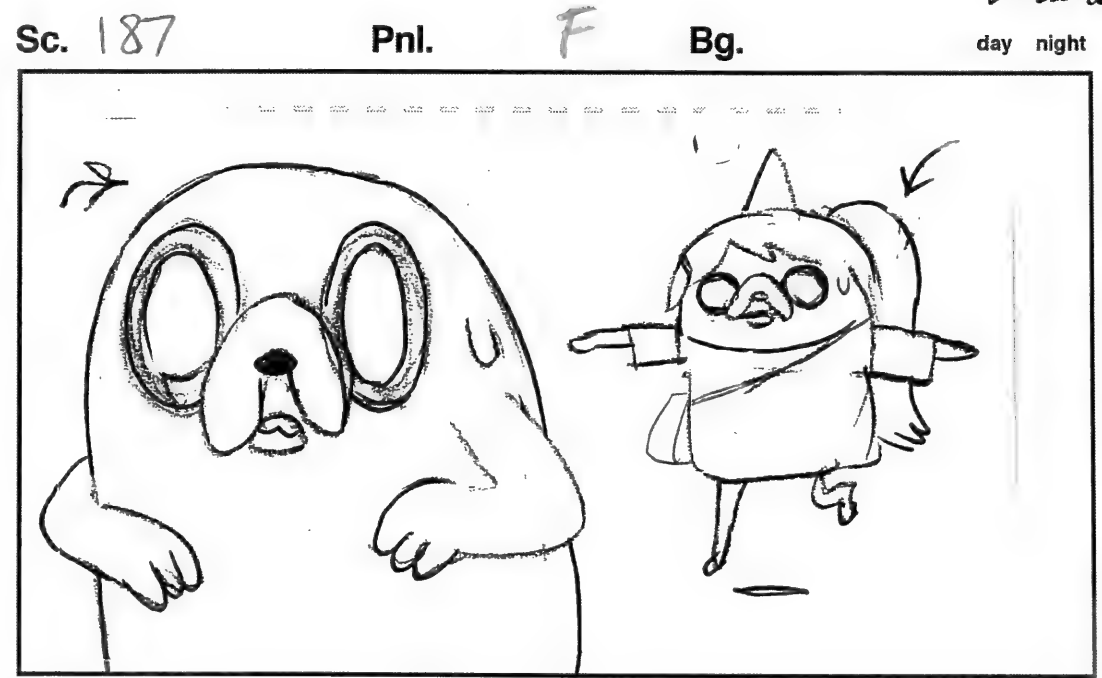
Production:

EPISODE #

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ADVENTURE TIME



<p>Dialog:</p> <p>① MOM?</p>			<p>③ NO POPPA - IT'S YOUR 90 year old DAUGHTER</p>	
<p>Action:</p> <p>- C. FLOATS DOWN FROM WALL</p>			<p>- J. LOOKS BACK AS C. LANDS.</p>	
<p>Timing:</p> <p>ANIMATE THROUGH PNL. E POSES ① &amp; ② to PNL. F.</p>				

EPISODE # 1034-238

Production:

# ADVENTURE TIME

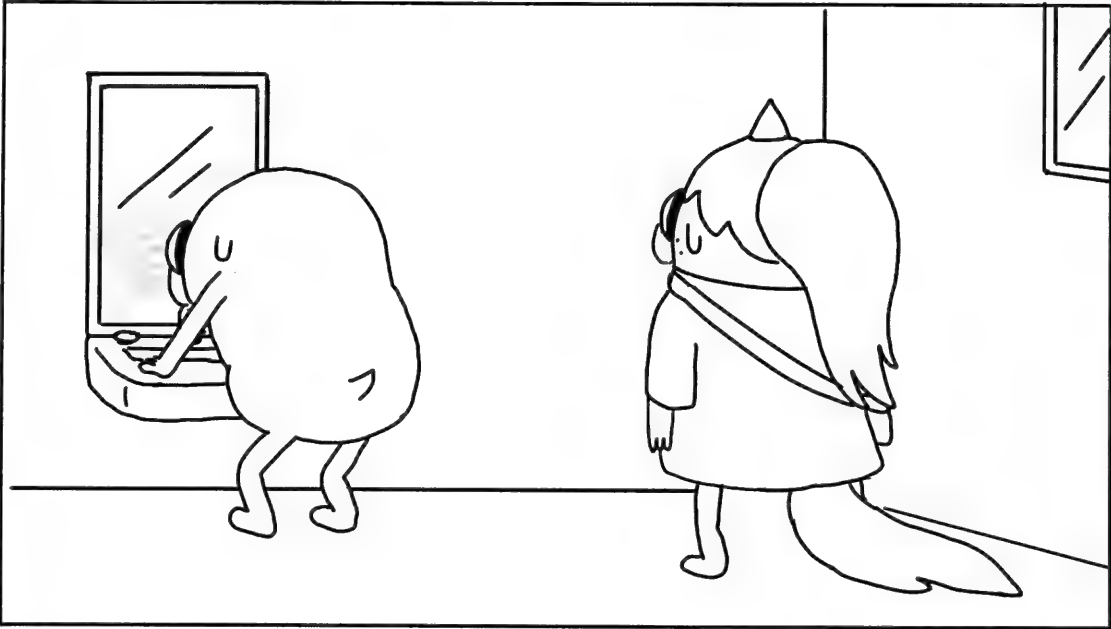


Sc. 188

Pnl. A

Bg.

day night

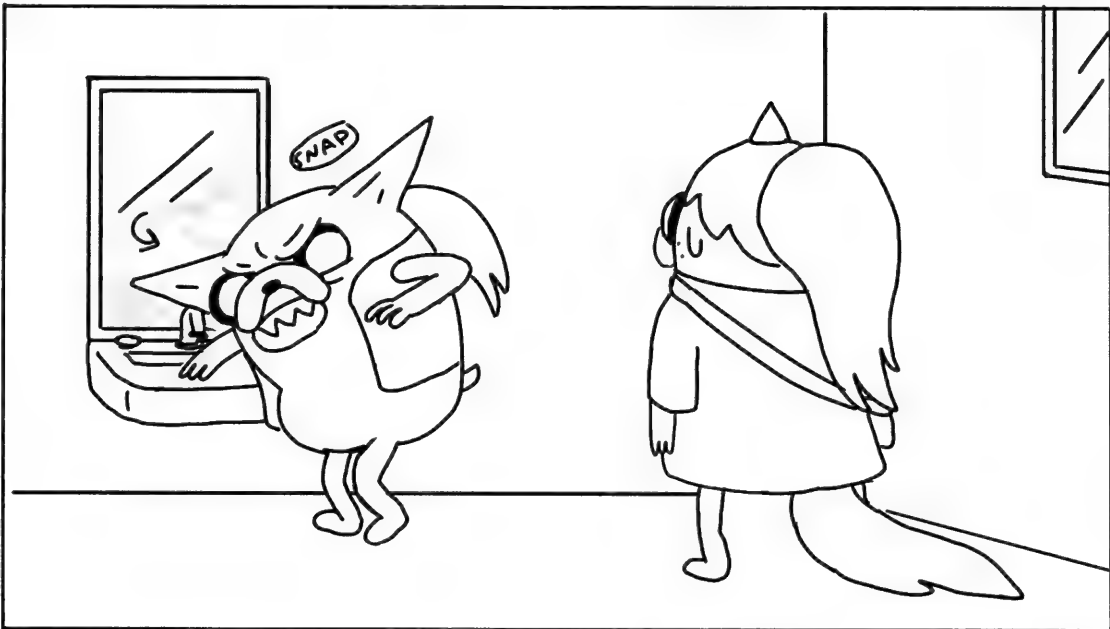


Sc. 188

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

J20: YOU FLAKE

- J. SNAP TRANSFORMS INTO J20 AS HE TURNS



EPISODE # 1034-238



# ADVENTURE TIME



Page 314

Sc. 188

Pnl. C

Bg.

day night



Sc. 188

Pnl. D

Bg.

day night



Dialog:

© BE CONTENT

Action: J20 LEAPS TOWARDS CHARLIE

- CHARLIE HOLDS UP A FOREFINGER  
TO JAKE'S FOREHEAD.

Timing:

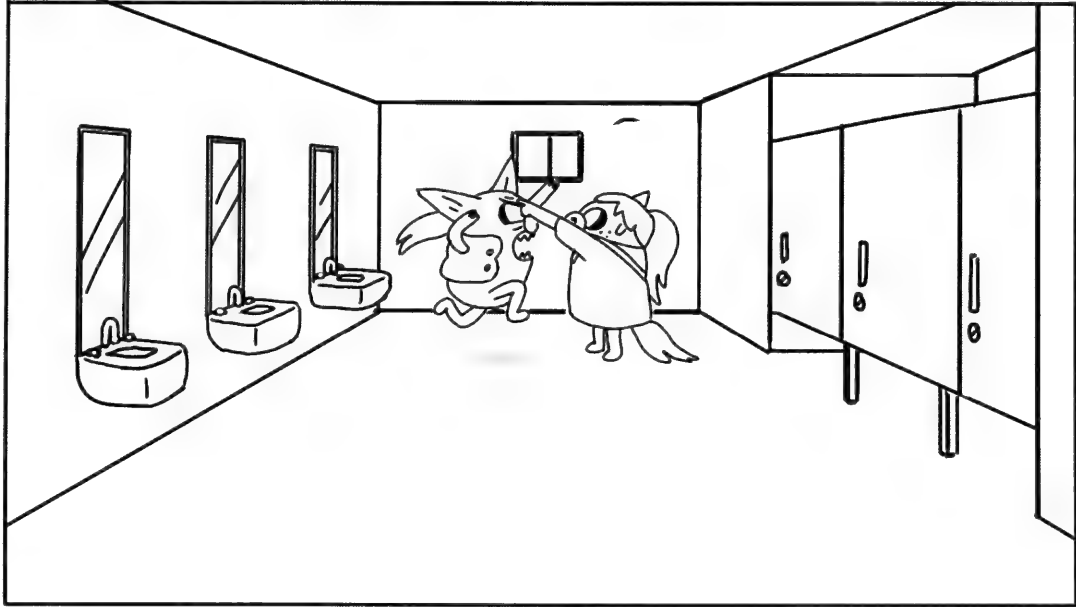
EPISODE # 1034-238

Production:

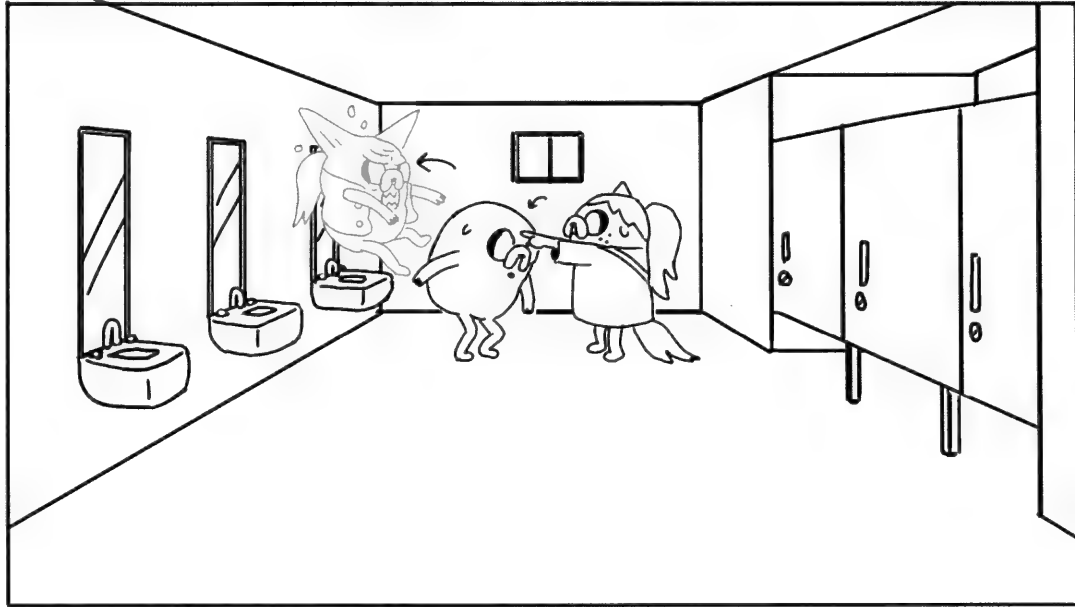
ADVENTURE TIME




Sc. 189 Pnl. A Bq. day night



Sc. 189 Pnl. B Ba. day night



Dialog:	J20/ [scream] SFX: * DING*	SFX: * SKSHH! *
Action:		- GHOST J-20 HITS MIRROR - C. LOWERS J.
Timing:		

EPISODE # 1034-238

Production:

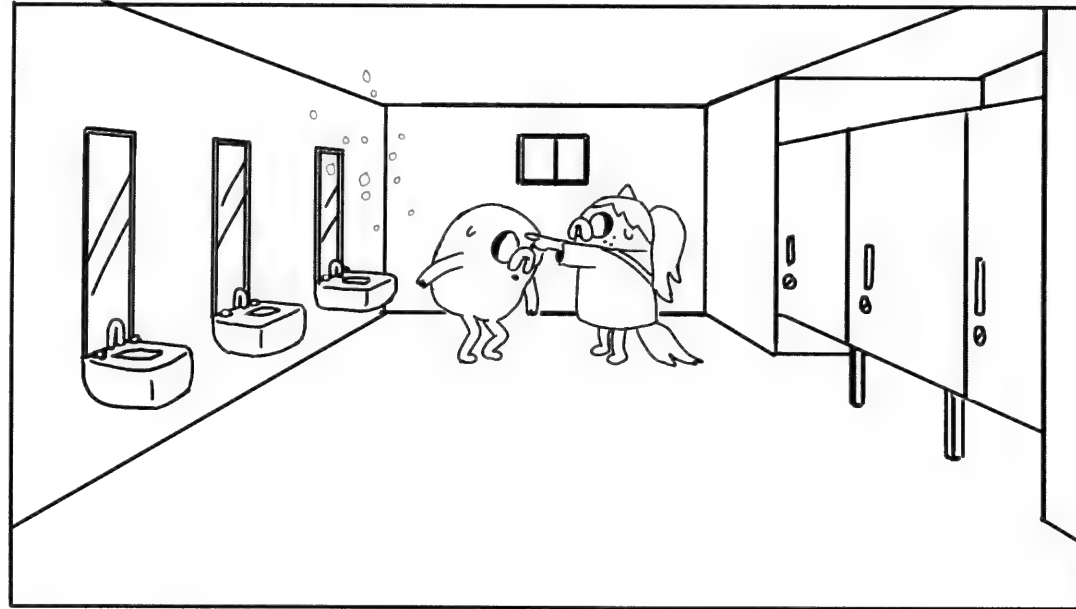
# ADVENTURE TIME



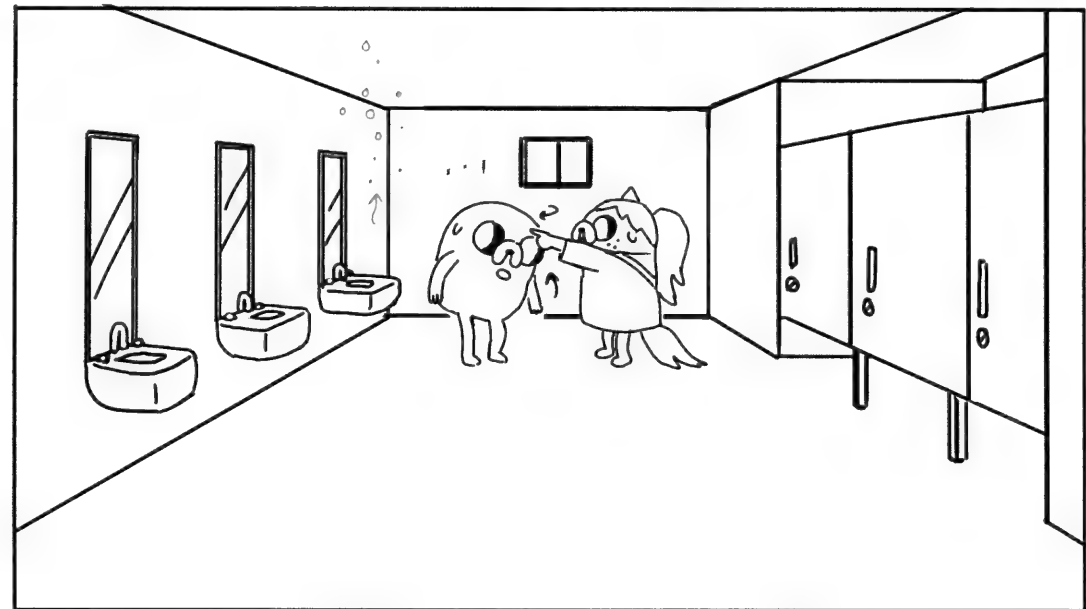
Next Pg.320

Page 316

Sc. 189 Pnl. C Bg. day night



Sc. 189 Pnl. D Bg. day night



Dialog:

SFX  
\* TINKLING \*

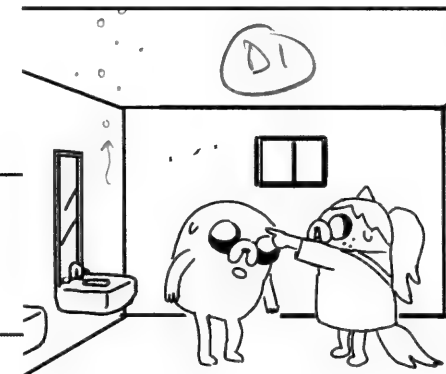
Action:

- GHOST J20 disappears into particles

Timing:

(J)

Whoa.



1034-238

EPISODE #

Production:



# ADVENTURE TIME

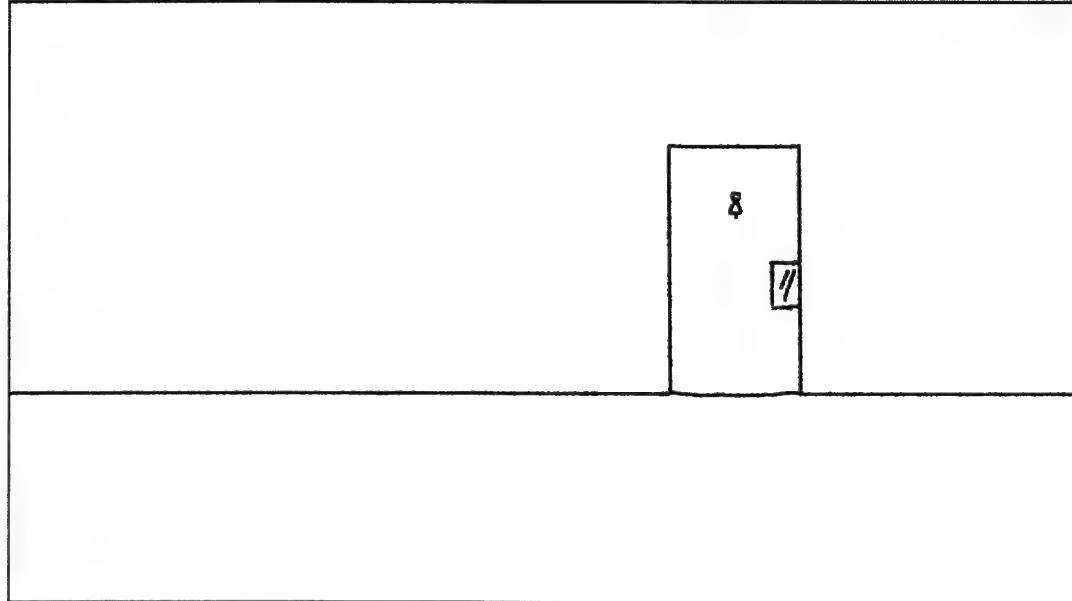


Sc. 192

Pnl. A

Bg.

day night

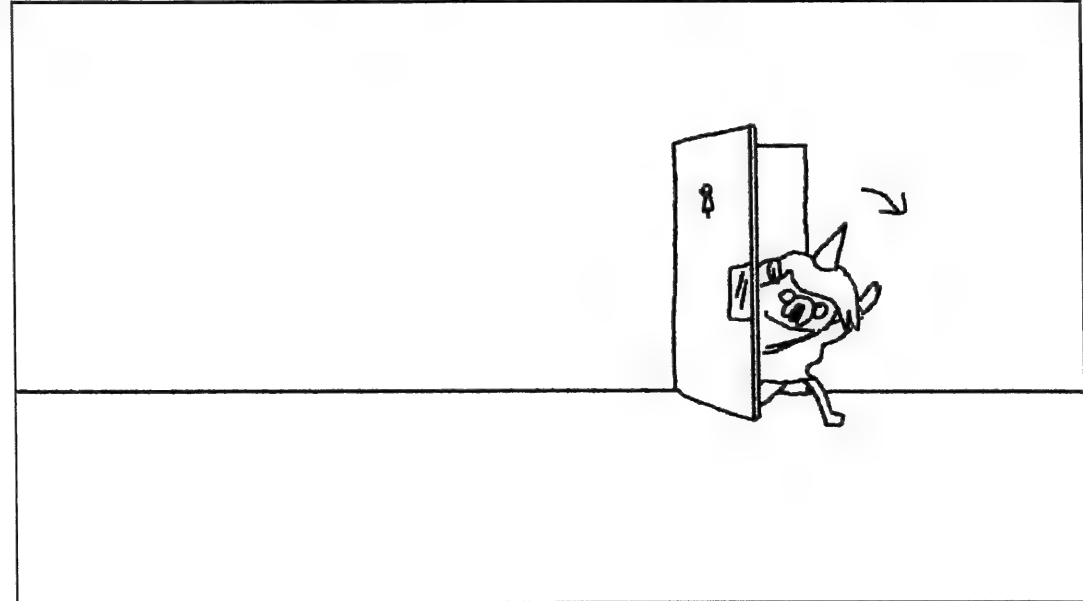


Sc. 192

Pnl. B

Bg.

day night



Dialog:

© WHOOO!

Action:

- C. BURSTS THRU DOOR,

Timing:

1034-238

EPISODE #

Production :

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ADVENTURE TIME



Sc. 192 Pnl. c Bg. day night

Sc. 192 Pnl. D Bg. day night

Dialog:

Act				
Tim	+		+	

WHOOO!

HOOP! HOOP!

(C1) (C2) (C3)

- C. HOPS FORWARD TWICE

EPISODE # 1034-238

Production :

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# ADVENTURE TIME

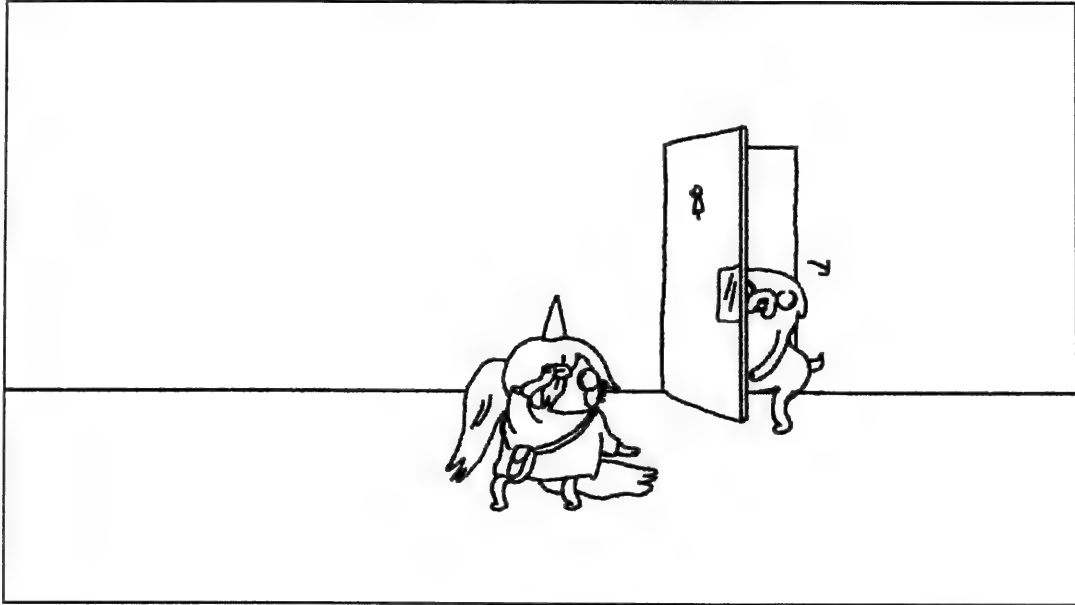


Sc. 192

Pnl. E

Bg.

day night

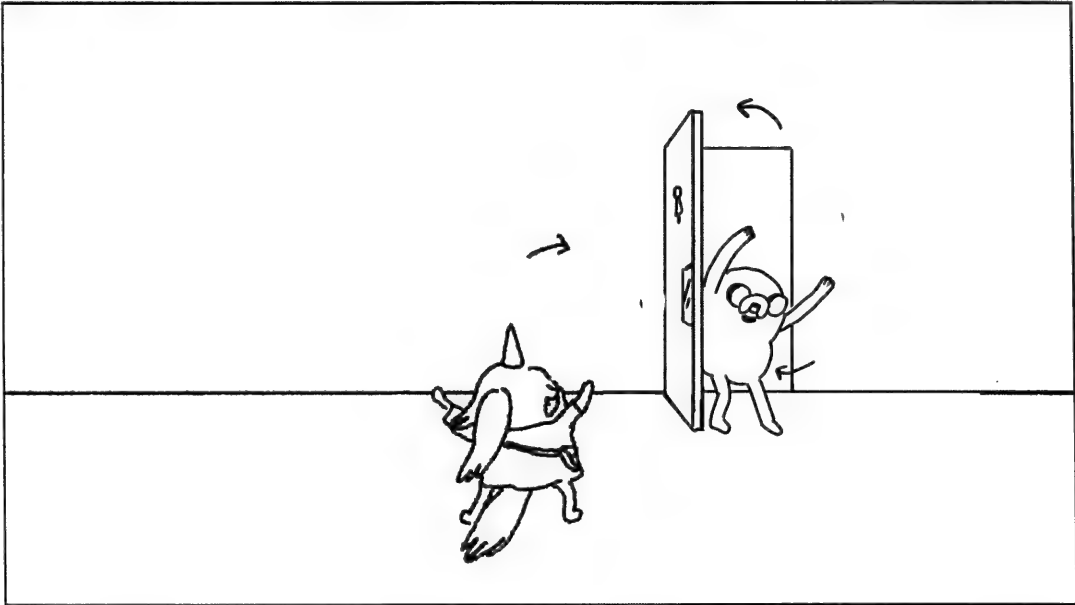


Sc. 192

Pnl. F

Bg.

day night



Dialog:

≡ P A U S E ≡

(SFX) ① BANG ≡  
② WHOOO!  
③ WHOOOP! WHOOOOOP!

Action:

CHARLIE'S LIKE "WHAT DO I HEAR?"  
≡ H O L D ≡

- J. THROWS OPEN  
DOOR. DOOR  
HITS WALL.

Timing:



1034-238

EPISODE #

Production :



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ADVENTURE TIME



Sc. 192

Pnl. 0

Bg.

day night

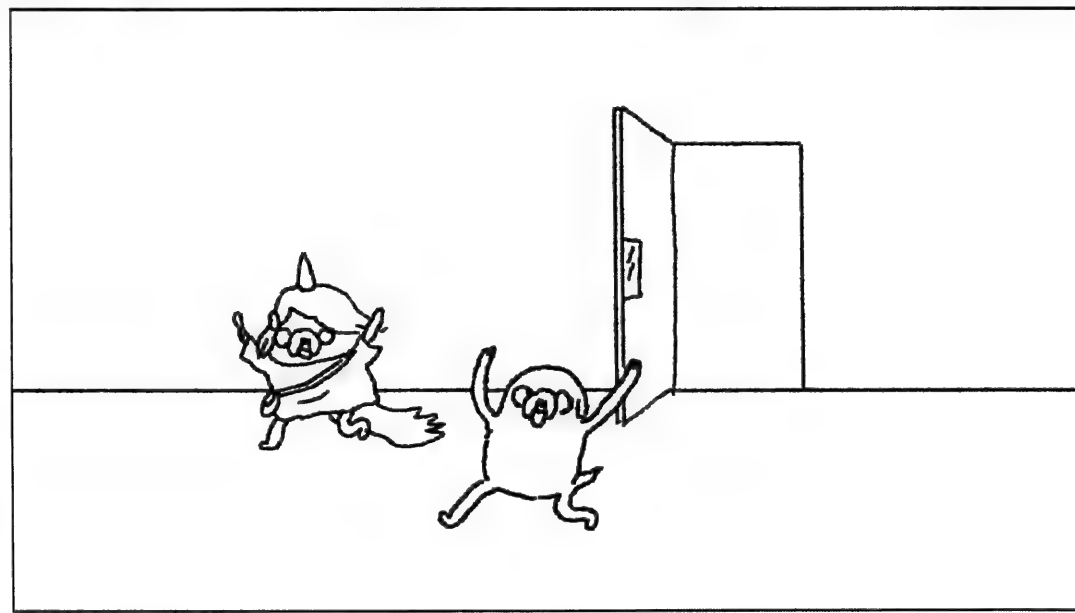


Sc. 192

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:



© H A H A Y E A H , W H A T W H A T !  
W H O O O Y E H A !

M E G G M O G G & O W L S T Y L E S

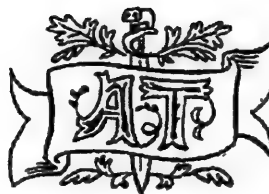
1034-238

EPISODE #

Production :

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# ADVENTURE TIME



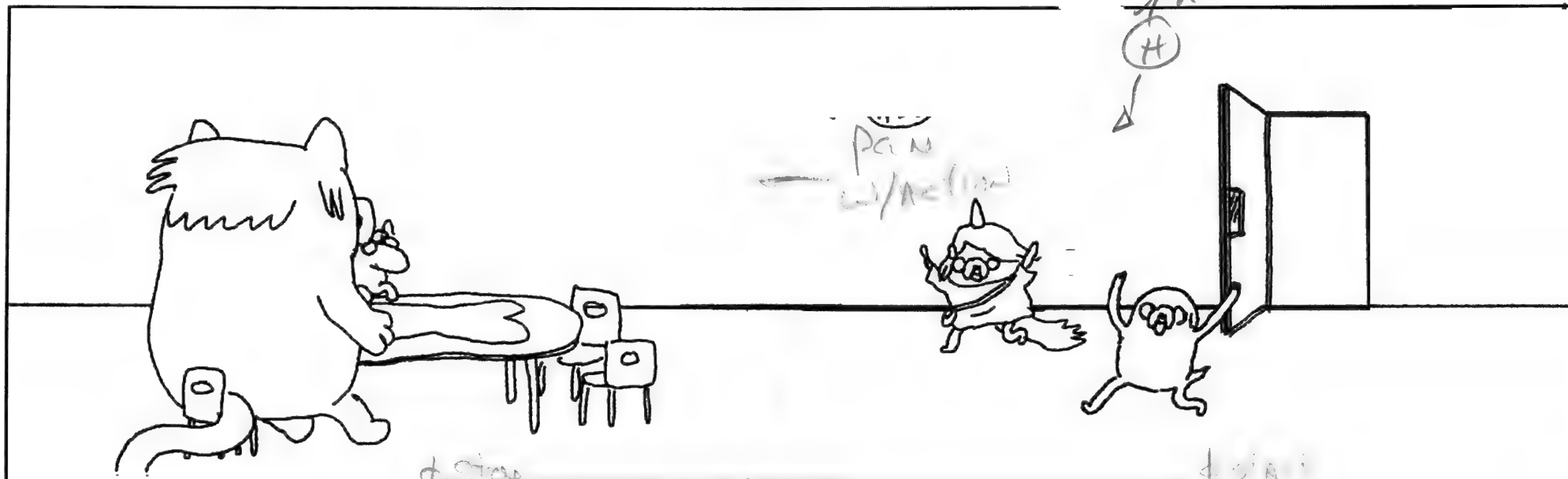
Page 324

Sc. 192

Pnl.  $\pm$

Bg.

day night



Dialog:

① BWA BWA BWA BWAAA!  
② KA - POW!

Action:

- J+C SIMULATE  
EXPLOSION.

Timing:



1034-238

EPISODE #

Production :

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ADVENTURE TIME



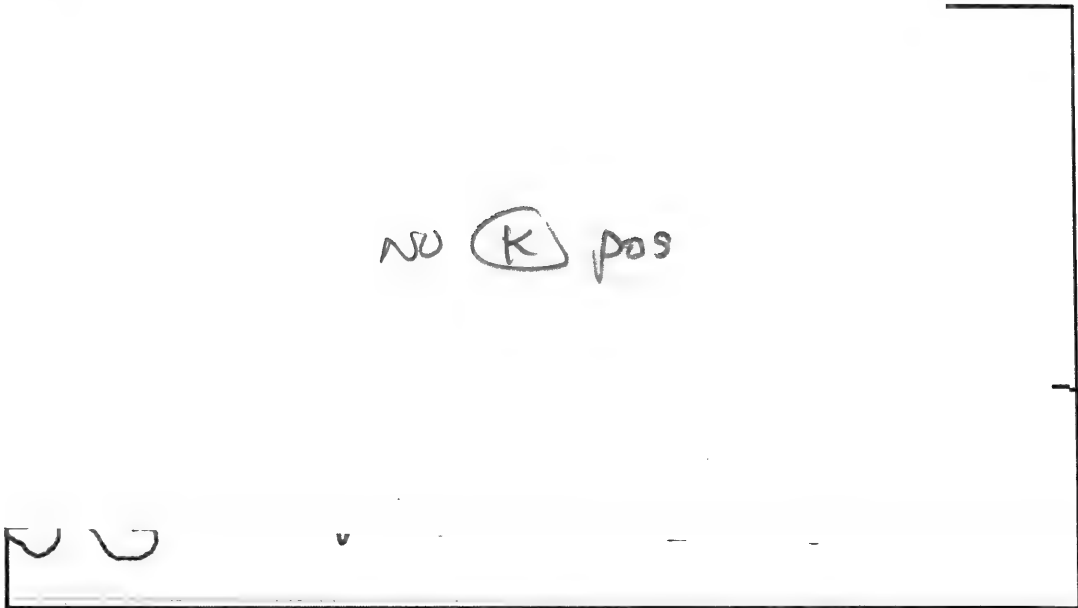
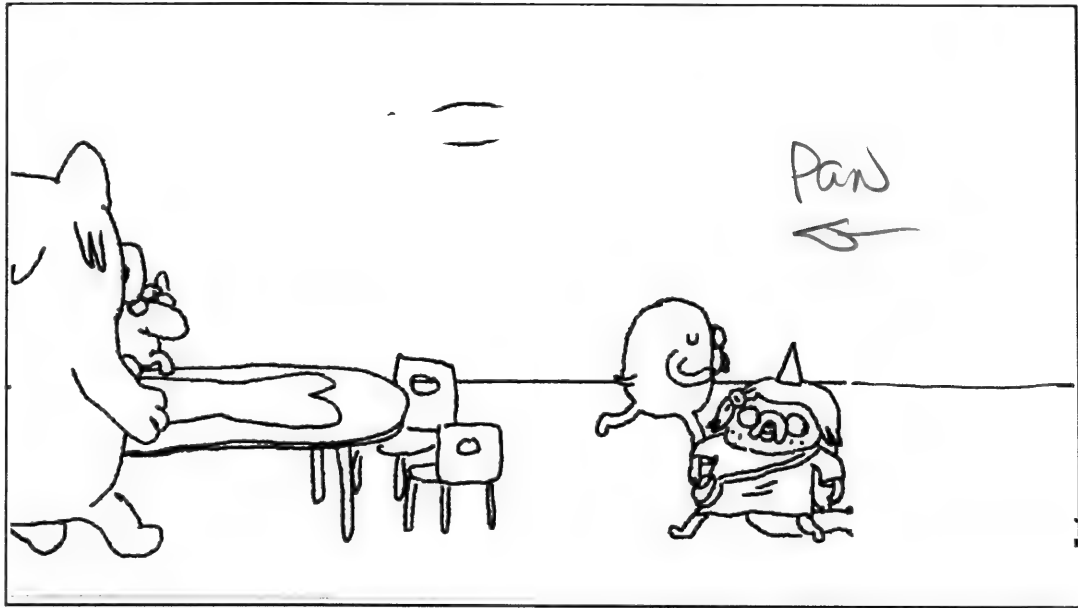
Sc. 192

Pnl. J

Bg.

day night

day night



Dialog:	<p>WHOOO WHOOOP! WHOOOP! WHOOOP!</p>	
Action:	- F+C CIRCLE EACH OTHER.	- J PUMPS FIST.
Timing:		

1034-238

EPISODE #

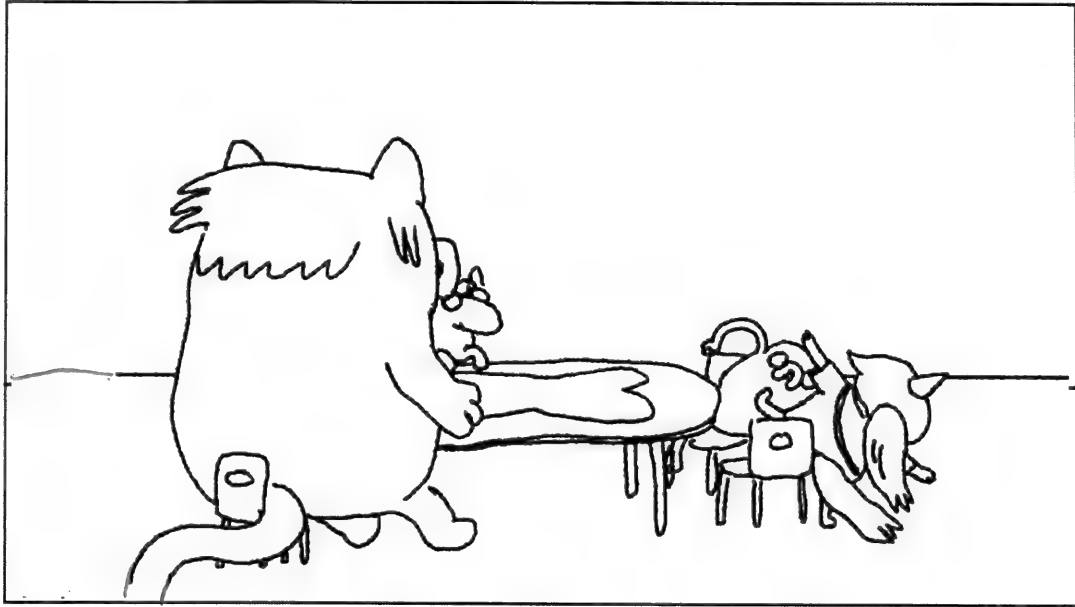
Production :



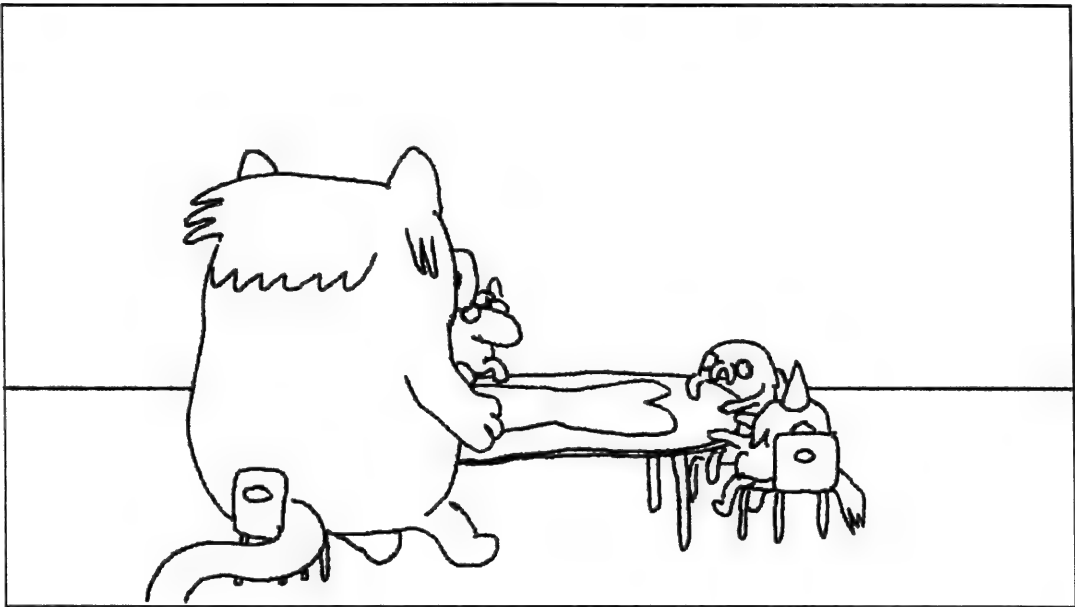
ADVENTURE TIME



Sc. 192 Pnl. L Bg. day night



Sc. 192 Pnl. M Bg. day night



Dialog:	
Action:	- F+C SIT DOWN.
Timing:	

EPISODE # 1034-238  
Production :

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# ADVENTURE TIME



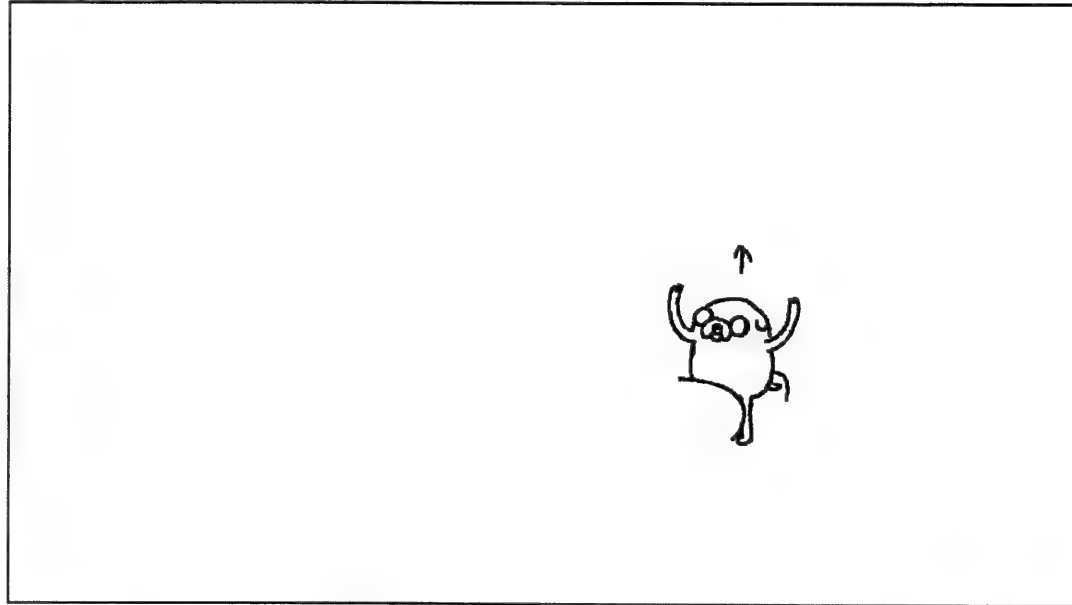
Page 327

Sc. 192

Pnl. *N*

Bg.

day night

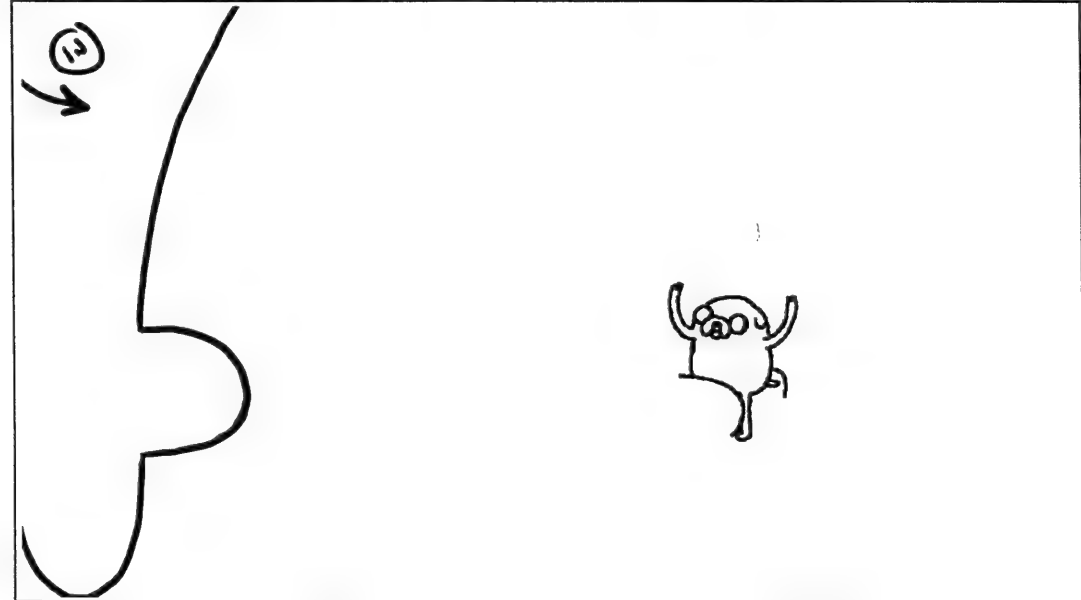


Sc. 192

Pnl. *O*

Bg.

day night



Dialog:

*J* DIGNIFIED!! LET'S PLAY.

Action:

Timing:

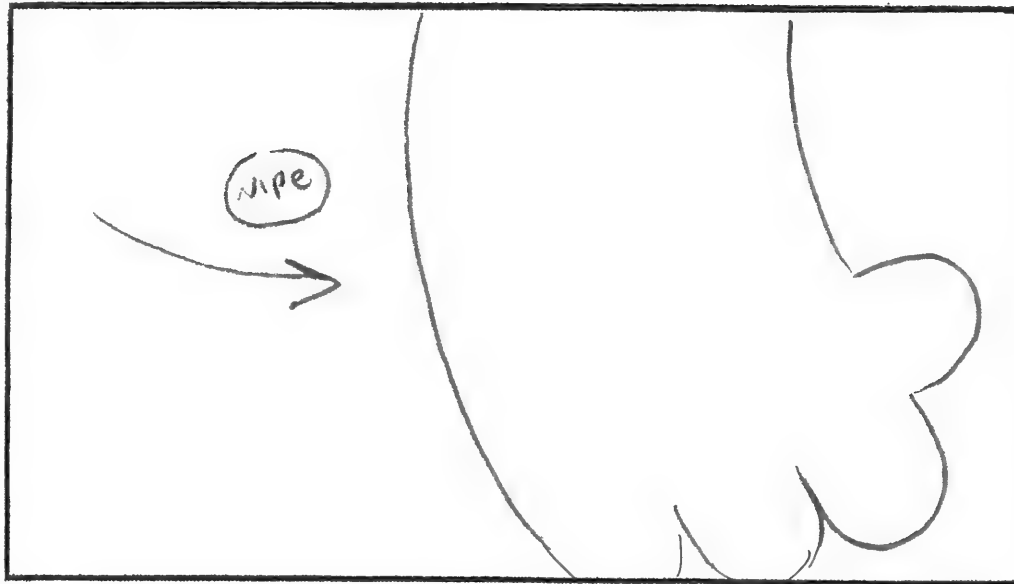
EPISODE #

1034-238

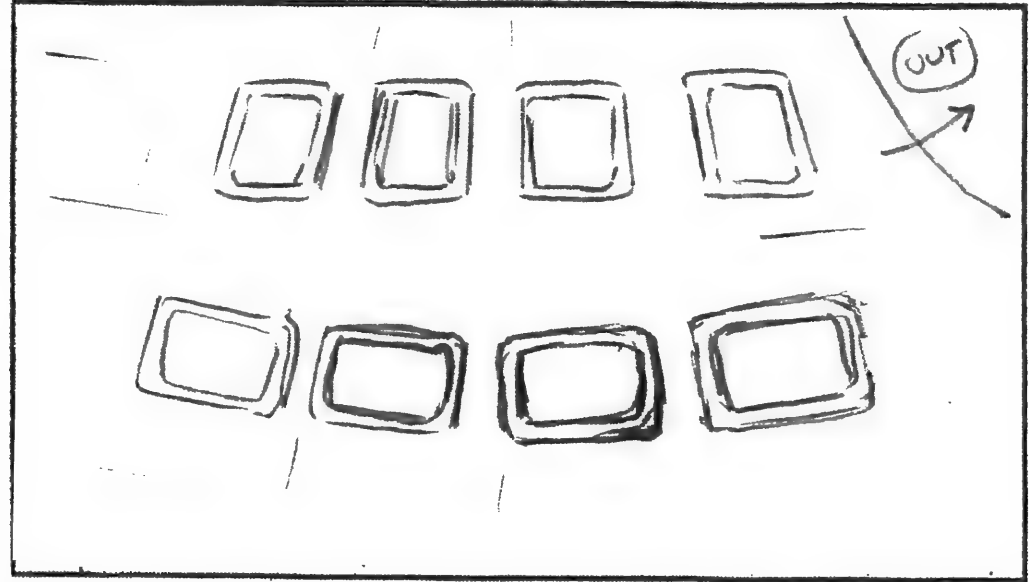
Production :



Sc. 192 Pnl. P Bg. day night



Sc. 193 Pnl. A Bg. day night



Dialog:

Action:

(BEGIN MONTAGE MUSIC)

Timing:

EPISODE #

Production :



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Sc. 194

Pnl. A

Bg.

day night

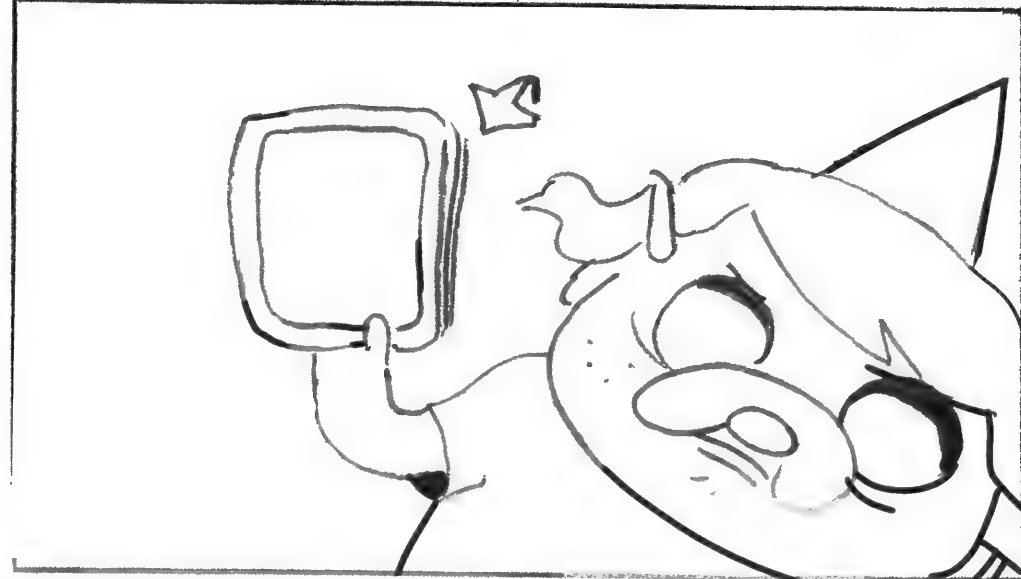


Sc. 194

Pnl. B

Bg.

day night

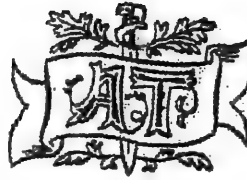


Page 327 B

Dialog:
Action:
Timing:

EPISODE #

Production :

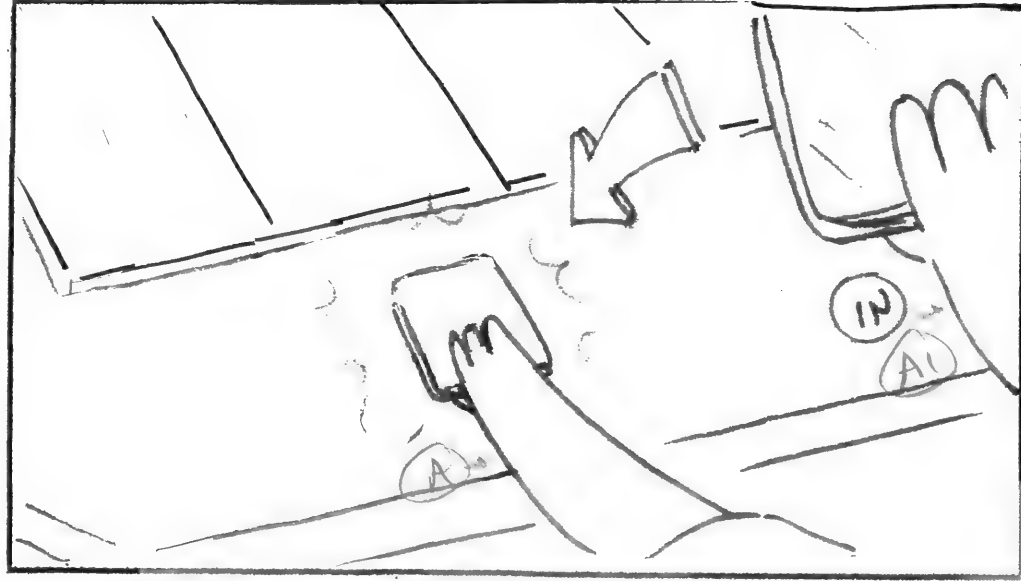


Sc. 195

Int. A

Bg.

day night



Sc. 195

Int. B

Bg.

day night



EPISODE #

Production :

Dialog:
Action: (SLAM)
Timing:

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Sc. 196

Pnl. A

Bg.

day night



Sc. 196

Pnl. B

Bg.

day night



Dialog:
SE (RUMBLING)
Action:
Timing:

EPISODE #

Production :



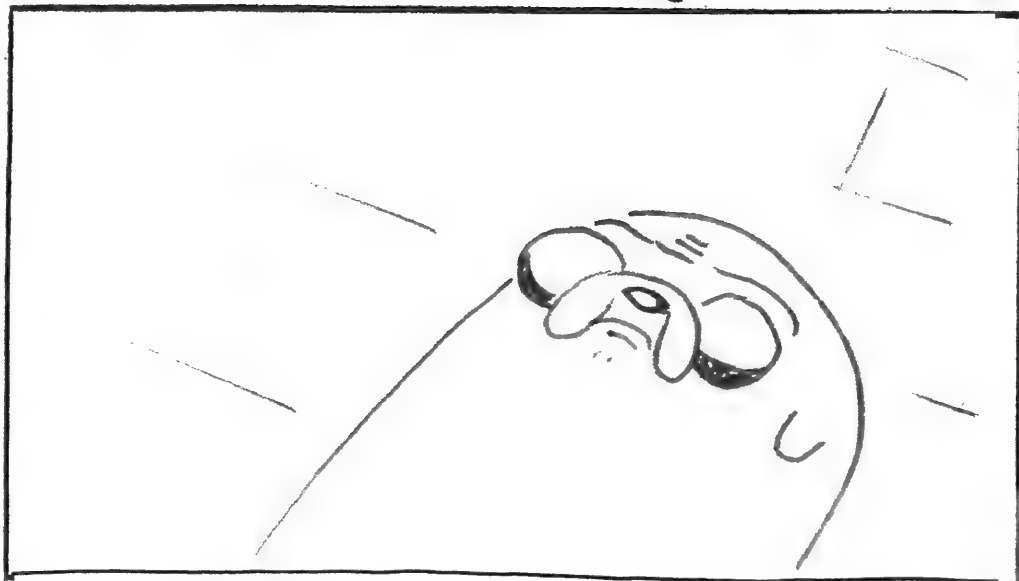


Sc. 197

Pnl. A

Bg.

day night



Sc. 197

Pnl. B

Bg.

day night



Dialog:

Action:

(RUMBLING)

Timing:

EPISODE #

Production :

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Sc. 198

Pnl. A

Bd.

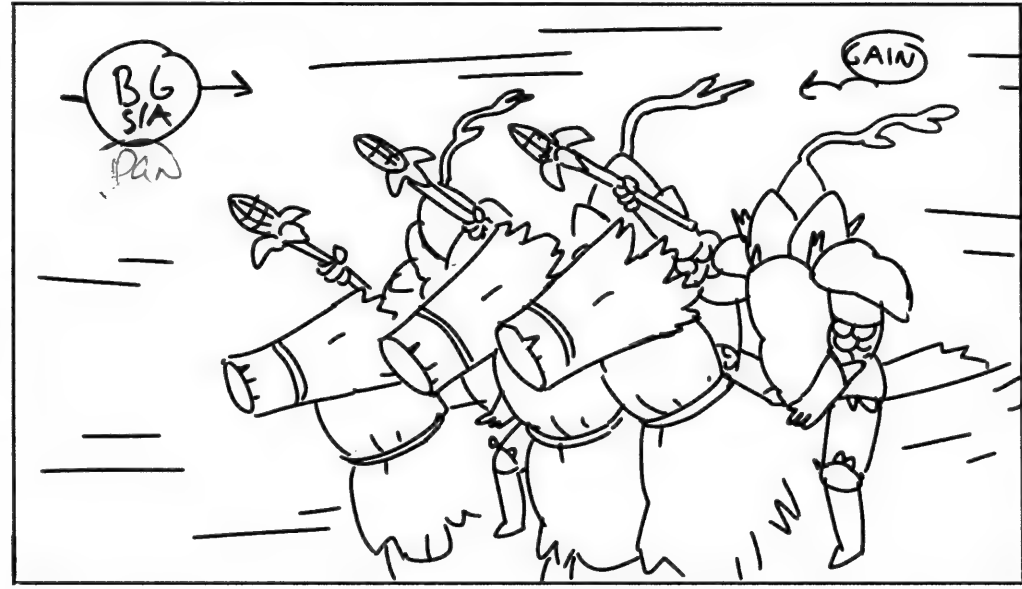
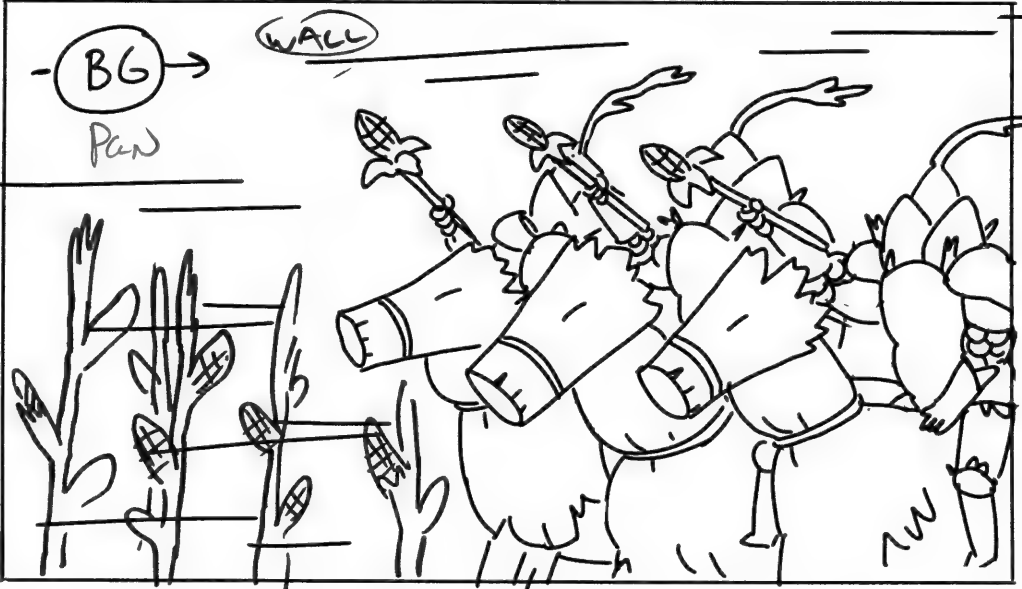
day night

Sc. 198

Pnl. B

Bg.

Page 321 f  
day night



Dialog:

Action:

Timing:

(HUSKER KNIGHTS)

EPISODE #

Production :



Page 3276

Sc. 199

Int. A

Ed.

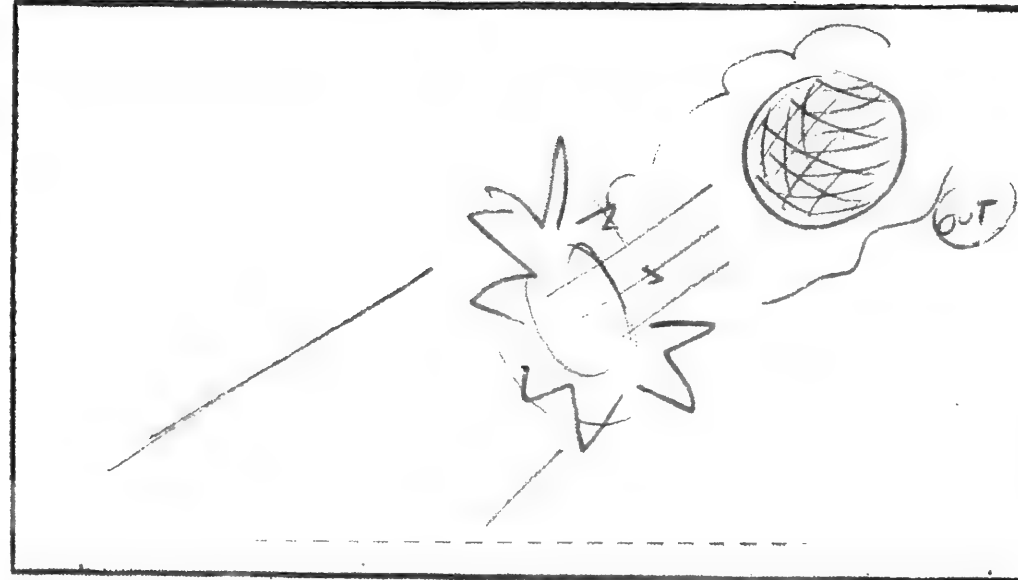
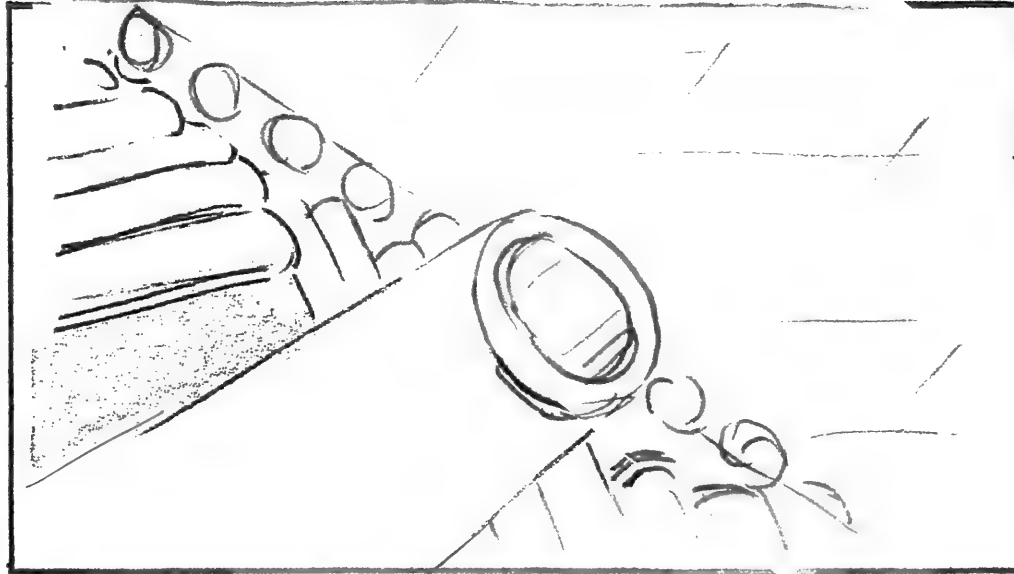
day night

Sc. 199

Int. B

Bg.

day night



Dialog:

Action:

(SFX CANNON BALL)

Timing:

EPISODE #

Production :



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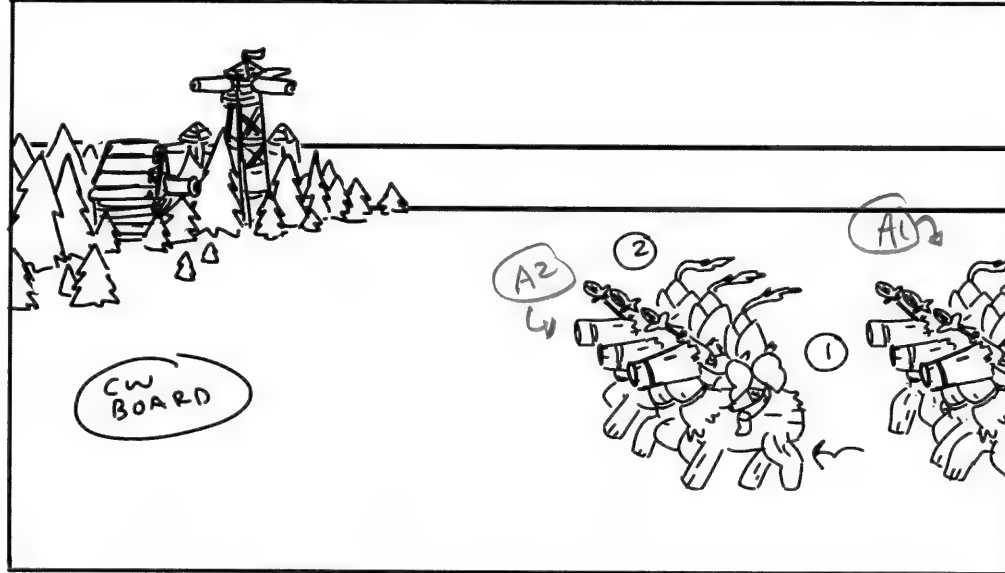


Sc. 200

Pnl. A

Bg.

day night

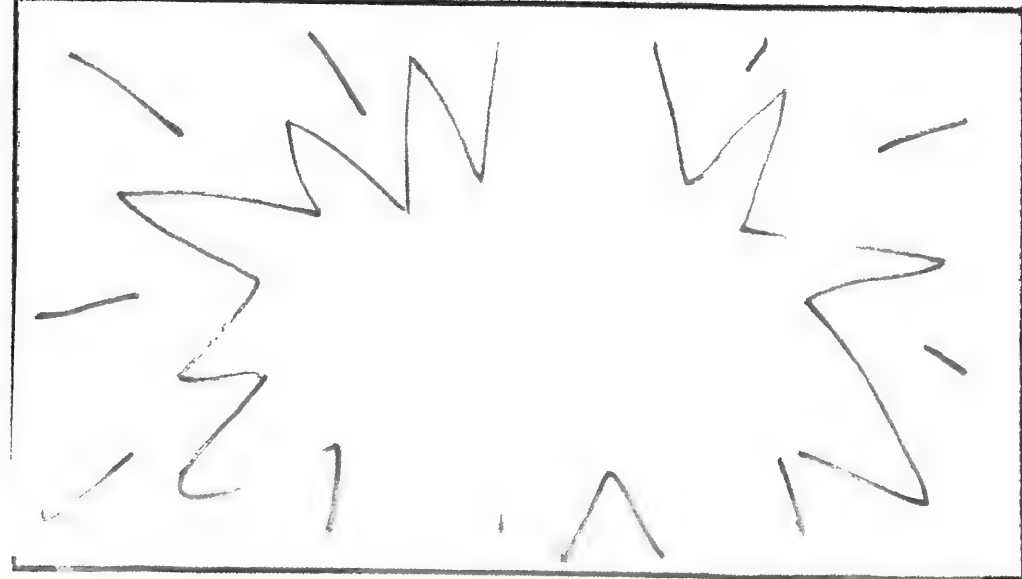


Sc. 200

Pnl. B

Bg.

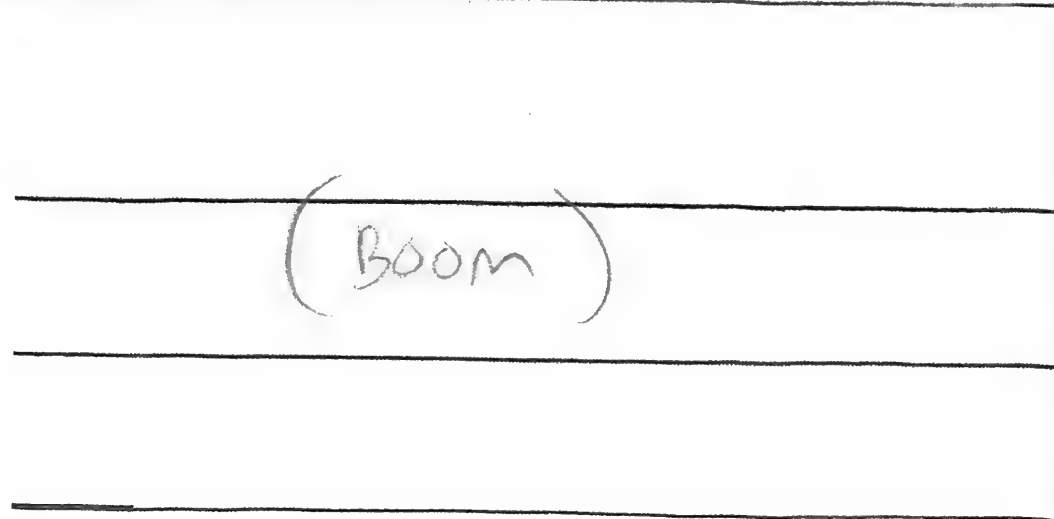
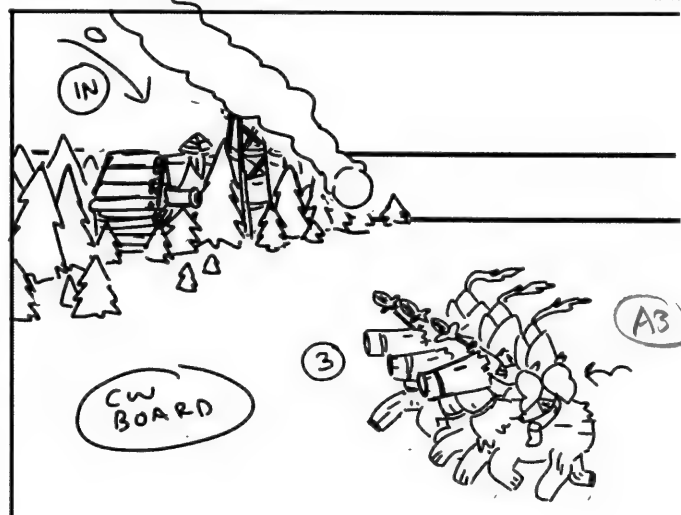
day night



Dialo

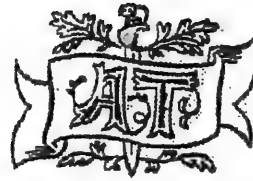
Actic

Time



EPISODE #

Production :



Sc. 201

Pnl. A

Bg.

day night

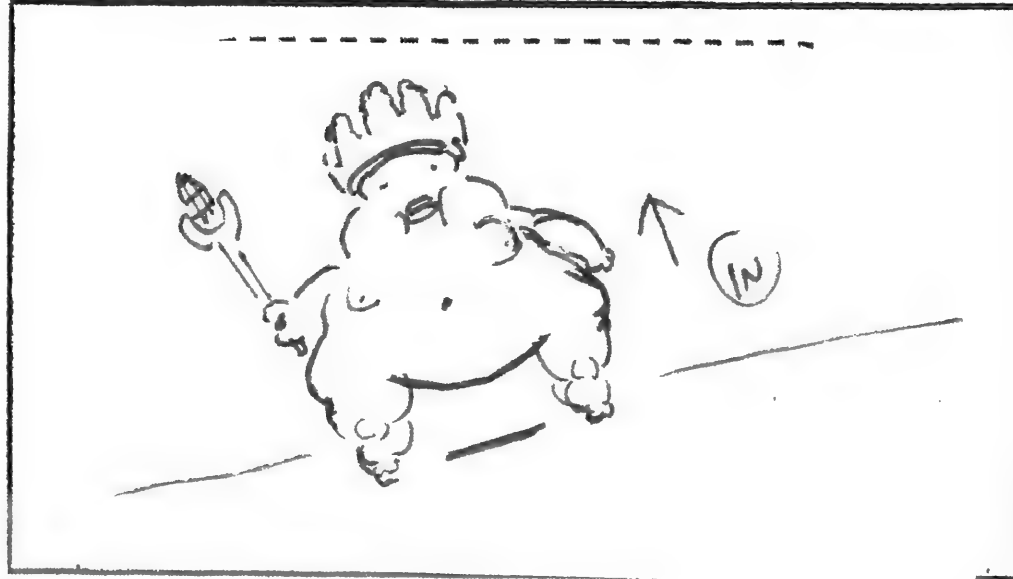


Sc. 201

Pnl. B

Bg.

day night



Dialog:



(CROSSFADE)

Action:

(BABY: FORMS UP.)

Timing:



EPISODE #

Production :

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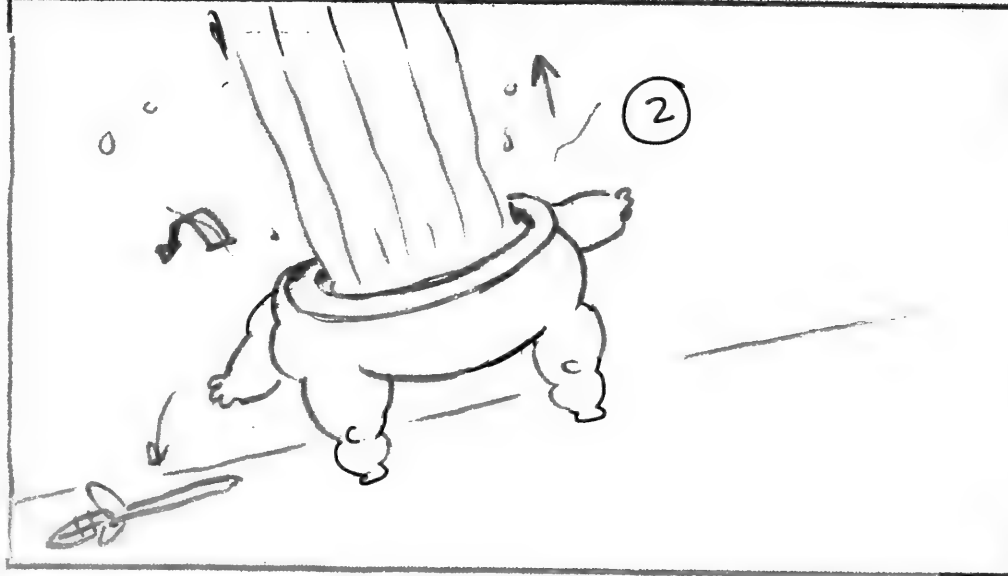


Sc. 201

Pnl. C

Bg.

day night



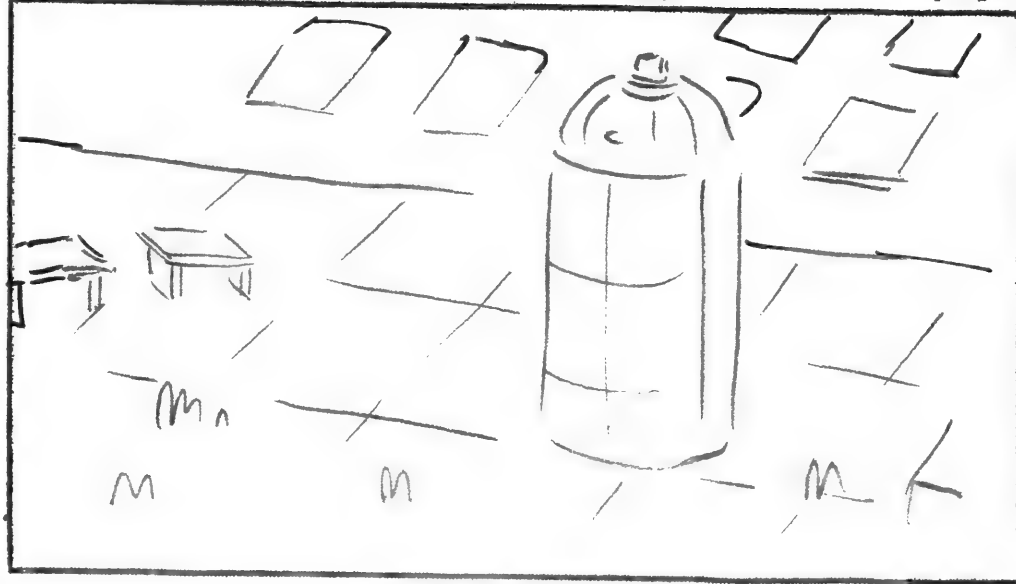
Sc. 202

Pnl. A

Bg.

day night

Page 321 J



Dialog:

Action:

Timing:



EPISODE #

Production :



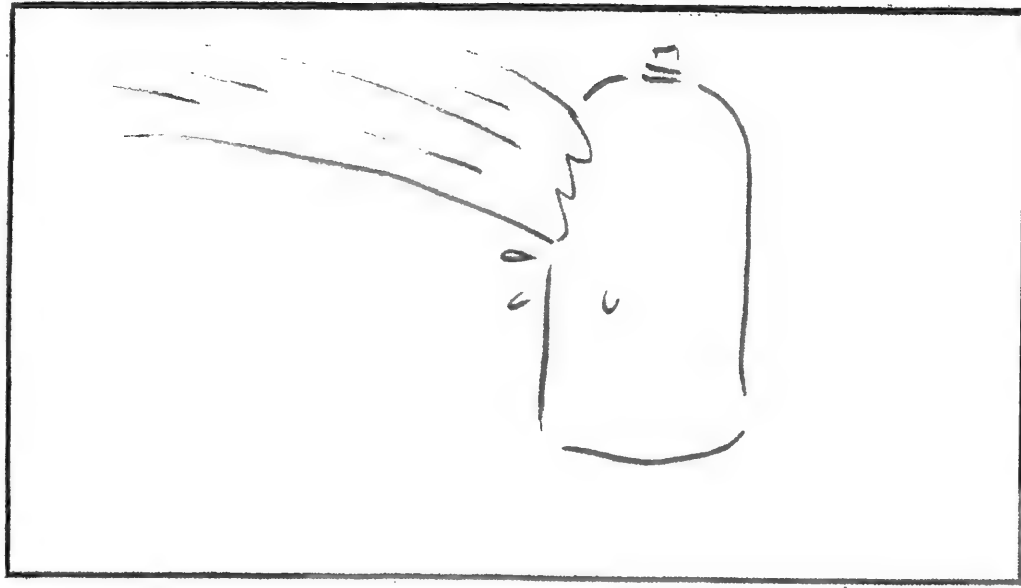


Sc. 202

Pnl. 6

Bg.

day night

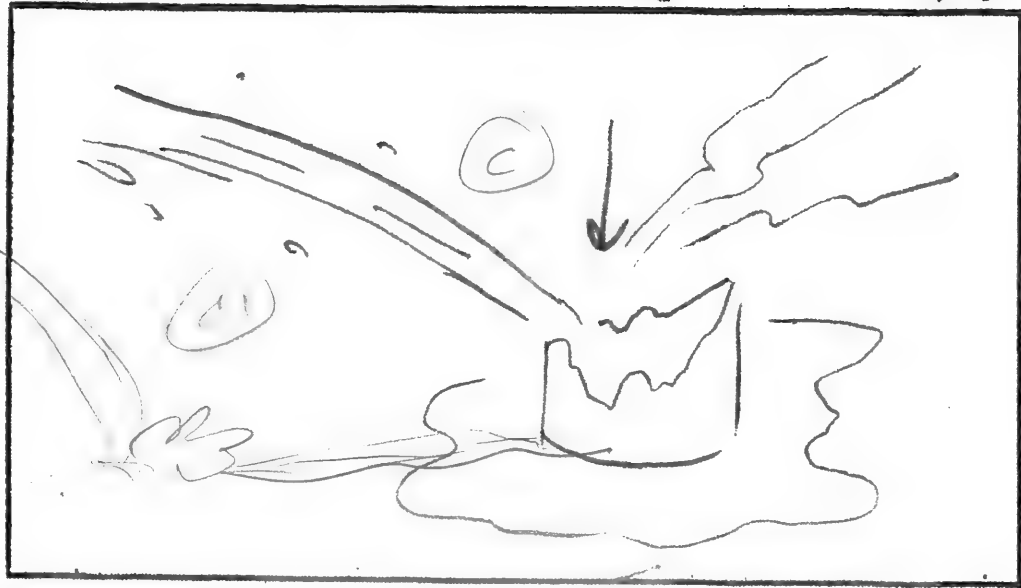


Sc. 202

Pnl. 6

Bg.

day night



Dialog:

Action:

(SFX MELTING / STEAM)

Timing:

(C2)

EPISODE #

Production :

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Sc. Pnl. Bg. day night Sc. 202 Pnl. D Bg. day night

ZIP  
pan

Dialog:

Action:

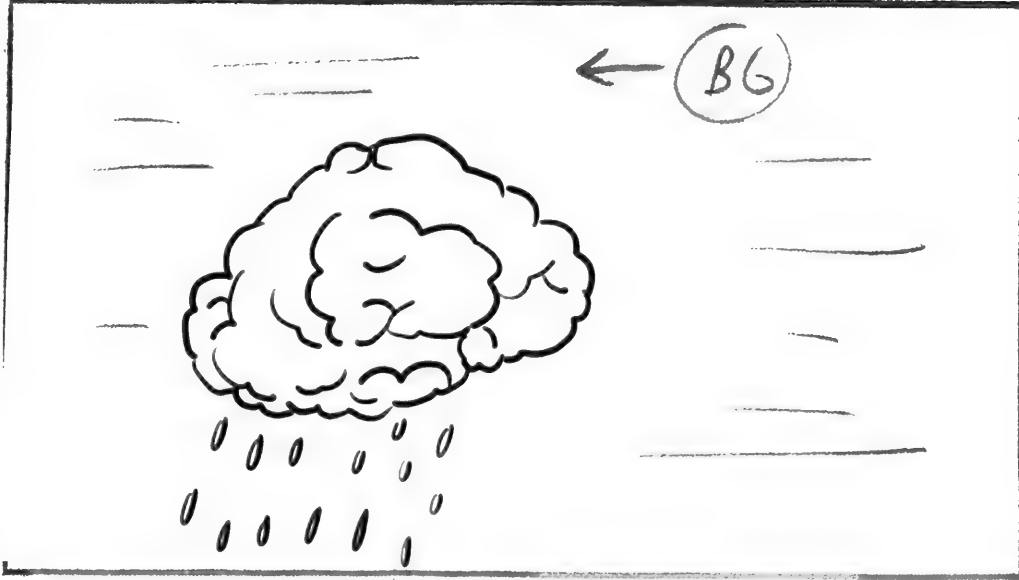
Timing:

EPISODE #

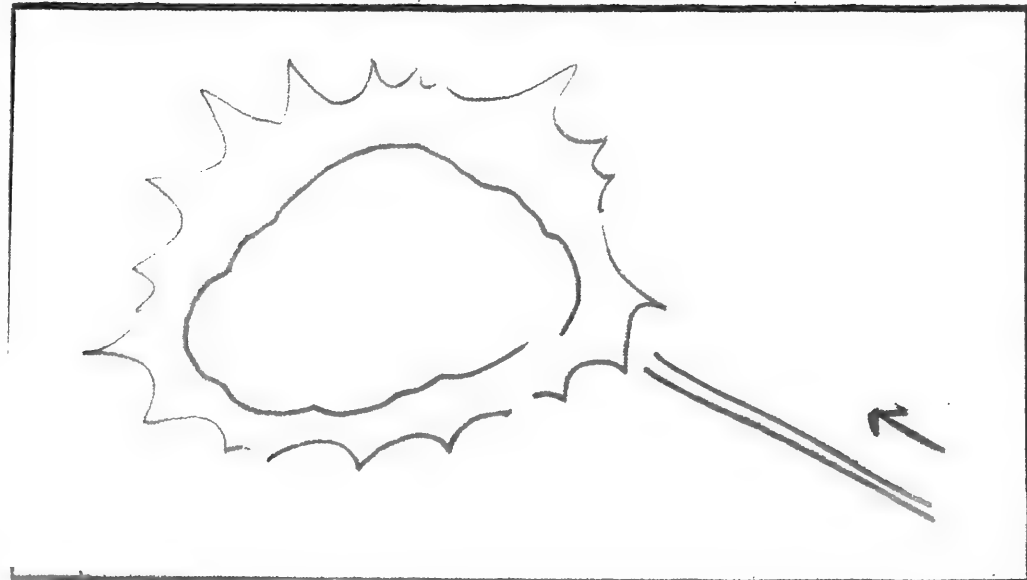
Production :



Sc. 202 Pnl. E Bg. day night



Sc. 202 Pnl. F Bg. day night



Dialog:
Action:
Timing:

1034-238  
EPISODE #  
Production :

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NO SC 203

Page 327 N

Sc. -202 Pnl. 6 Bg.

day night

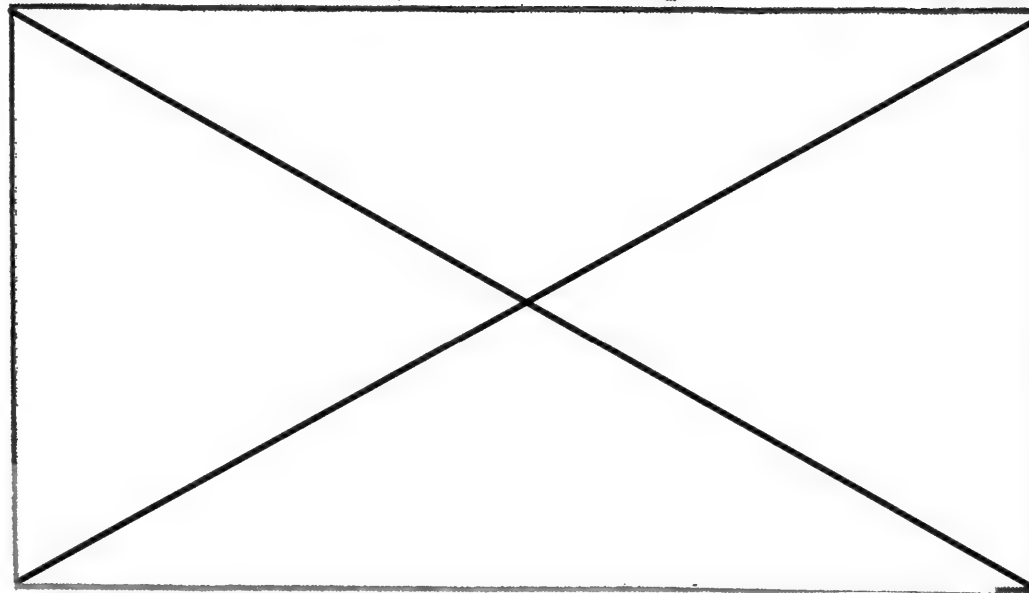


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

(BOOM)

Timing:

1034-238

EPISODE #

Production :

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NO SC 203

Page 327 O

Sc.

Pnl. -

Bg.

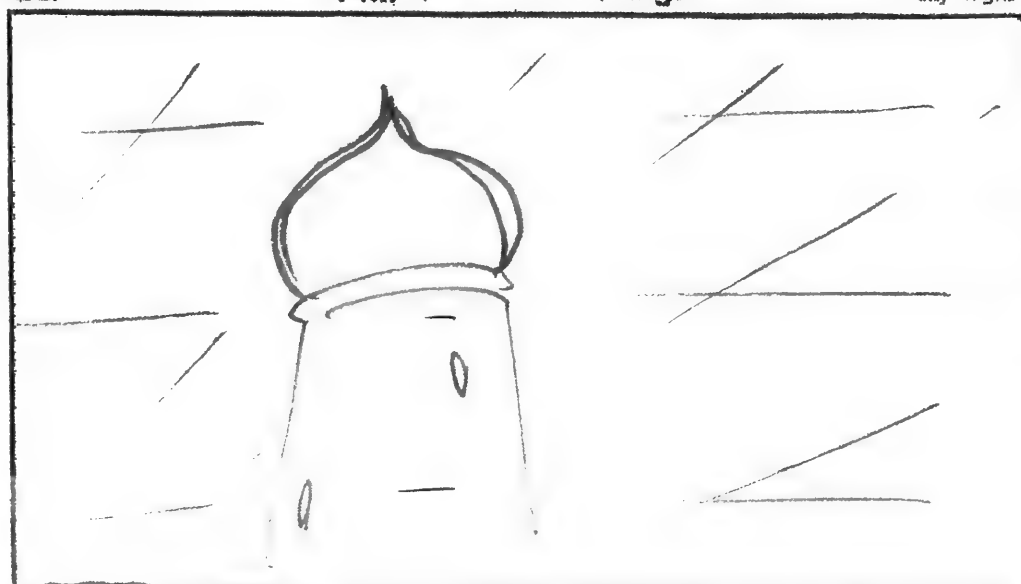
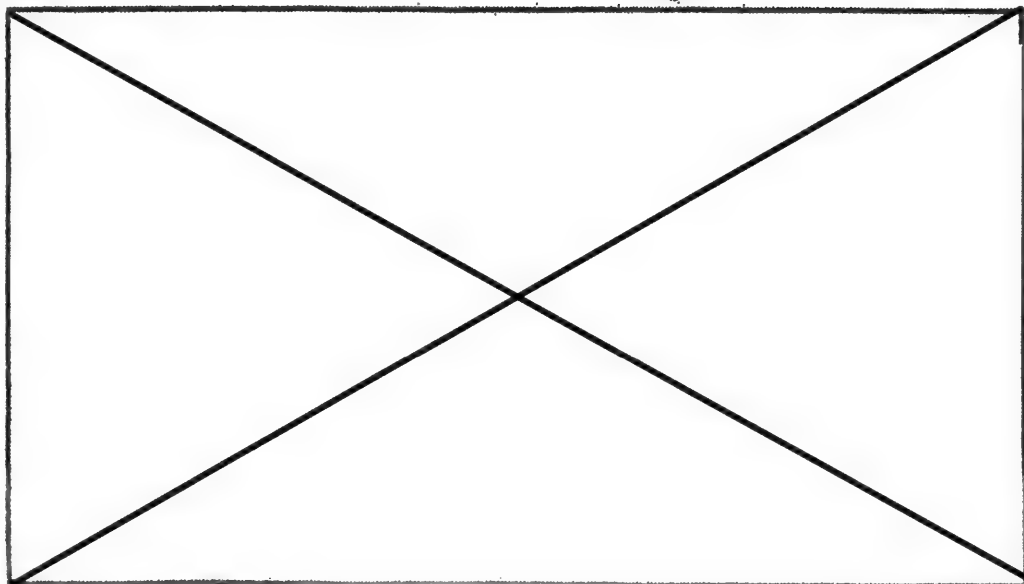
day night

Sc. 204

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-238

Production :



Sc. 204

Pril. B

Bg.

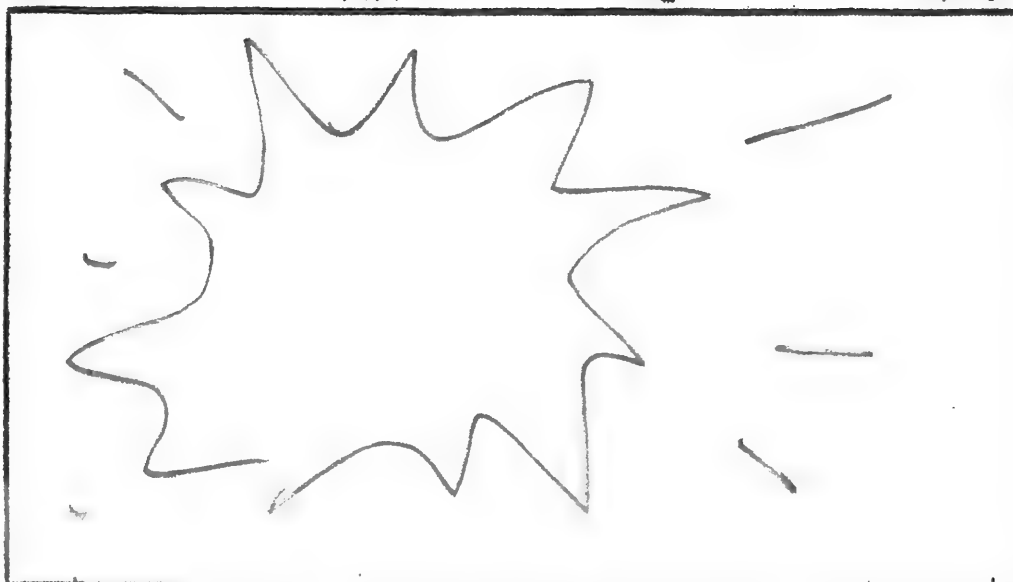
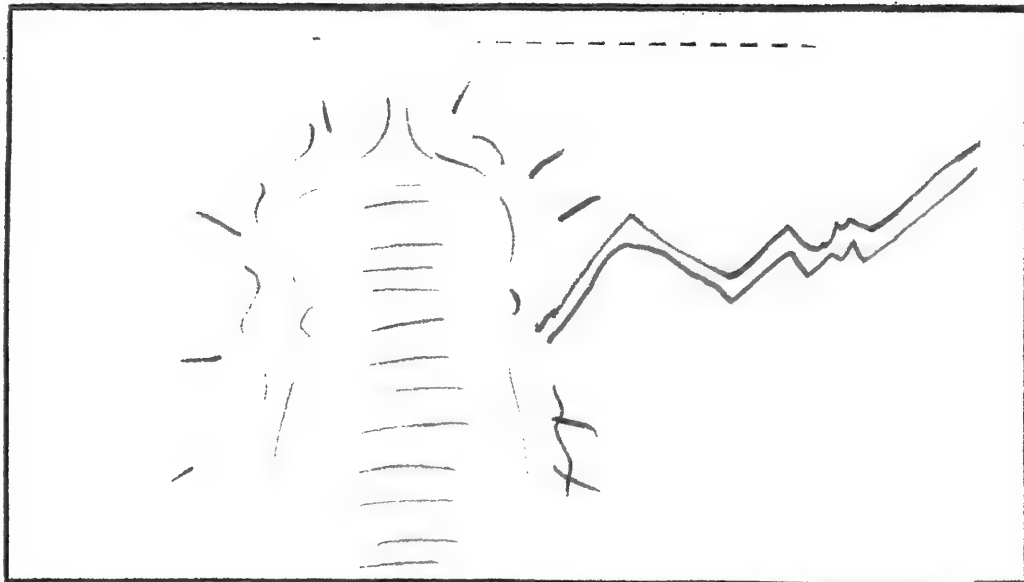
day night

Sc. 204

Pril. C

Bg.

day night



Dialog:

Action:

(LIGHTNING)

(BOOM !)

Timing:

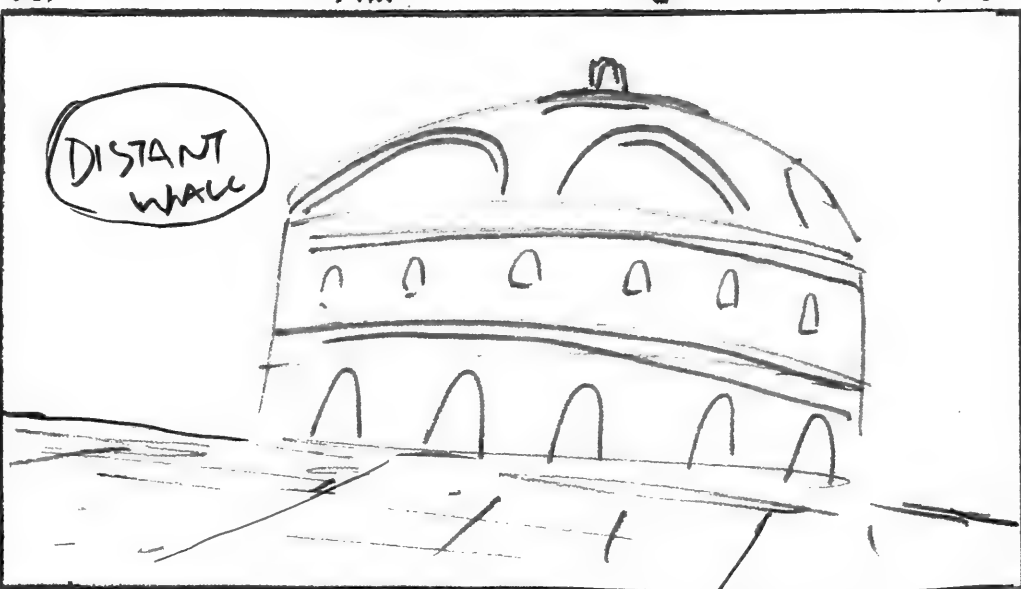
EPISODE # 1034-238

Production :





Sc.	Pnl.	Bg.	day	night

Sc.	205	Pnl.	A	Bg.	day	night
						

<b>Dialog:</b>
<b>Action:</b>
<b>Timing:</b>

EPISODE # 1034-238

Production :

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Sc. 205

Pnl. B

Bg.

day night



Sc. 205

Pnl. C

Bg.

day night



Dialog:

Action:

(Boom)

Timing:

EPISODE # 1034-238

Production :

ADVENTURE TIME



Sc. 206

Pnl. A

Bg.

day night

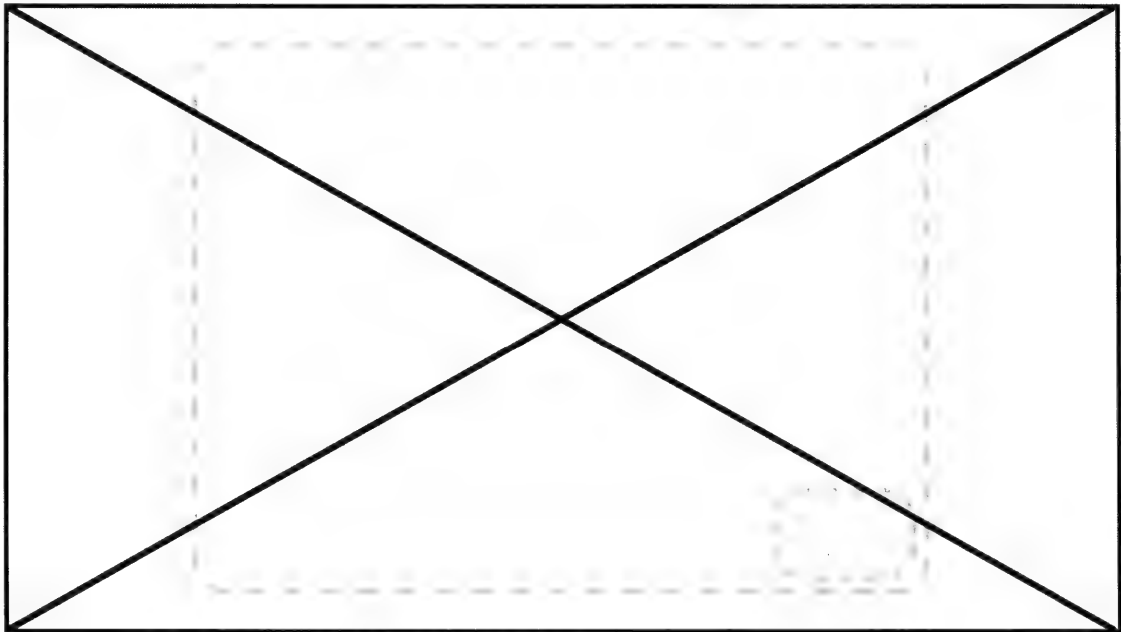



Sc.

Pnl.

Bg.

day night



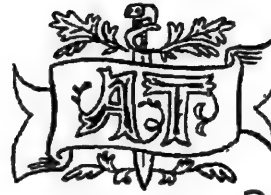
Dialog:	
Action:	 (AI)
Timing:	

EPISODE # 1034-238

Production:



# ADVENTURE TIME



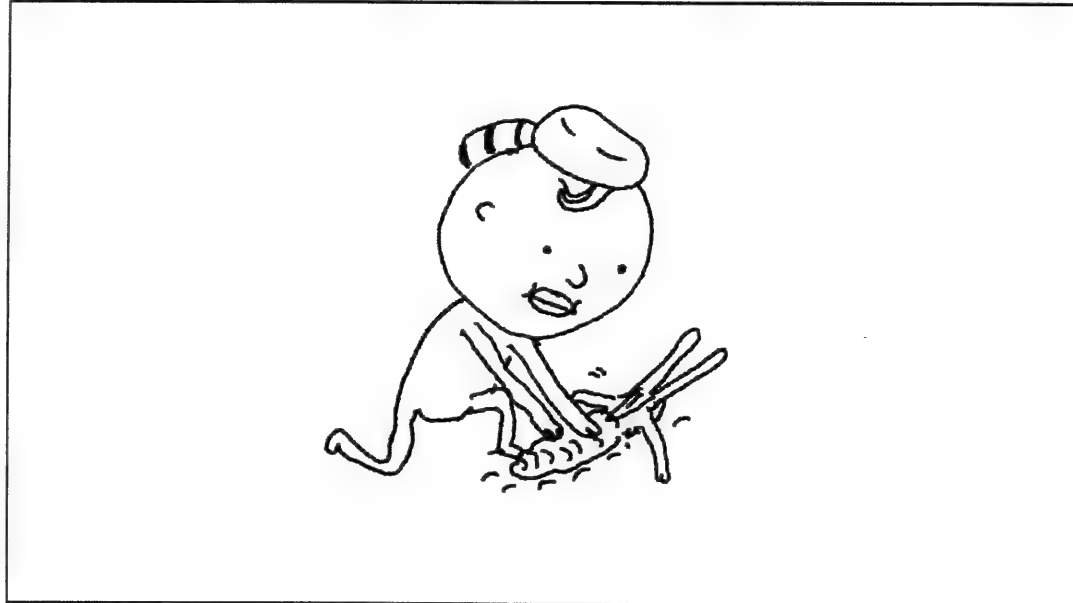
Page 329

Sc. 206

Pnl. B

Bg.

day night

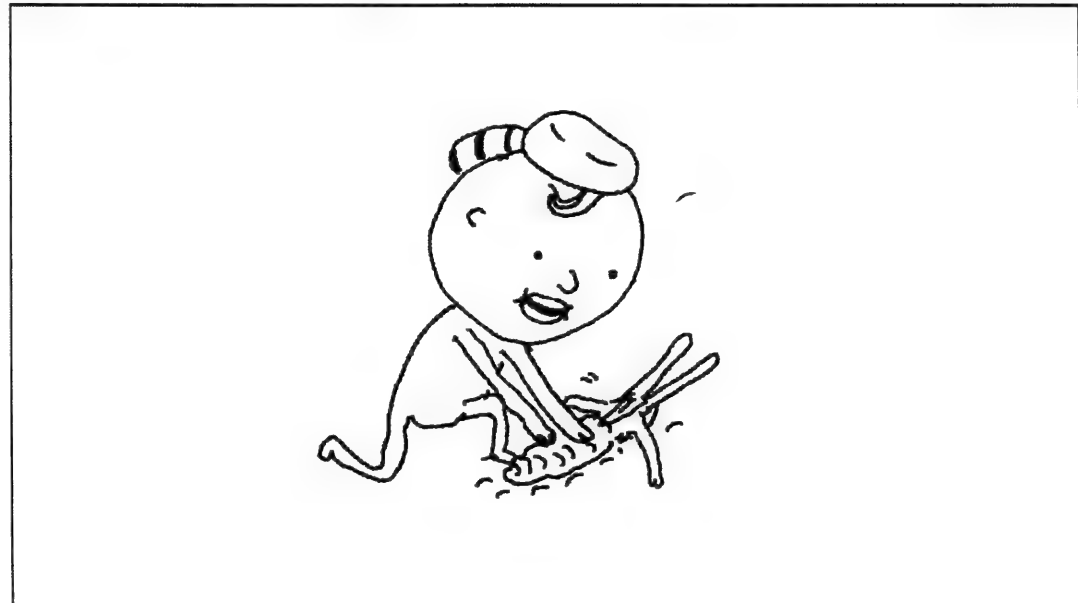


Sc. 206

Pnl. C

Bg.

day night



Dialog:

(B.H.)

YEA H !

Action:

~ BIG HEADS press corn Husk: FACE IN DISH

Timing:



1034-238

EPISODE #

Production :

# ADVENTURE TIME

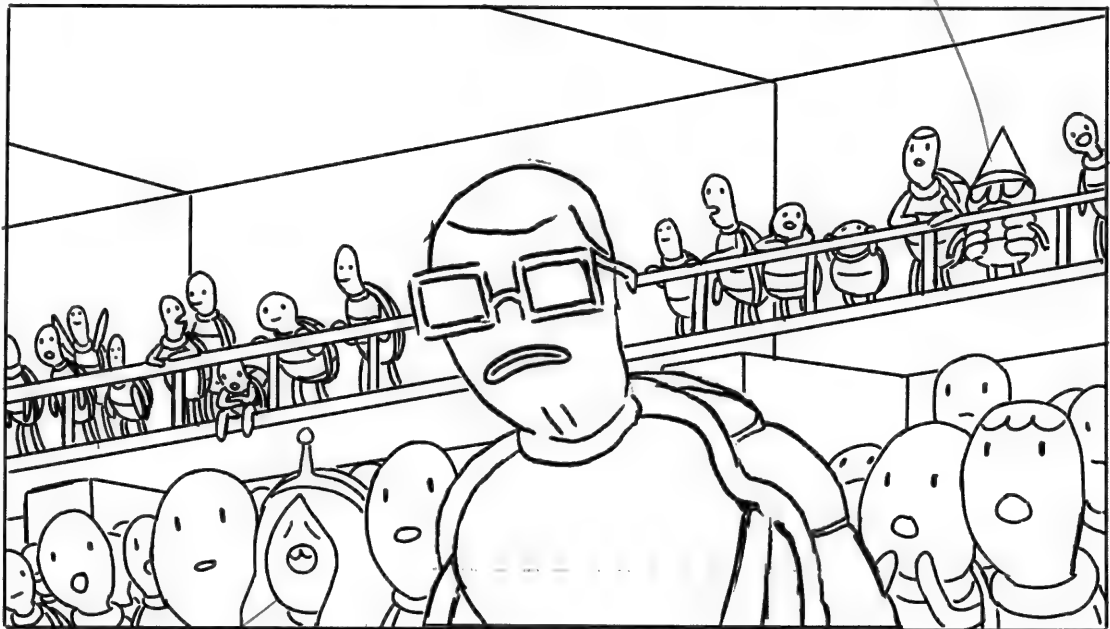


Sc. 207

Pnl. A

Bg.

day night

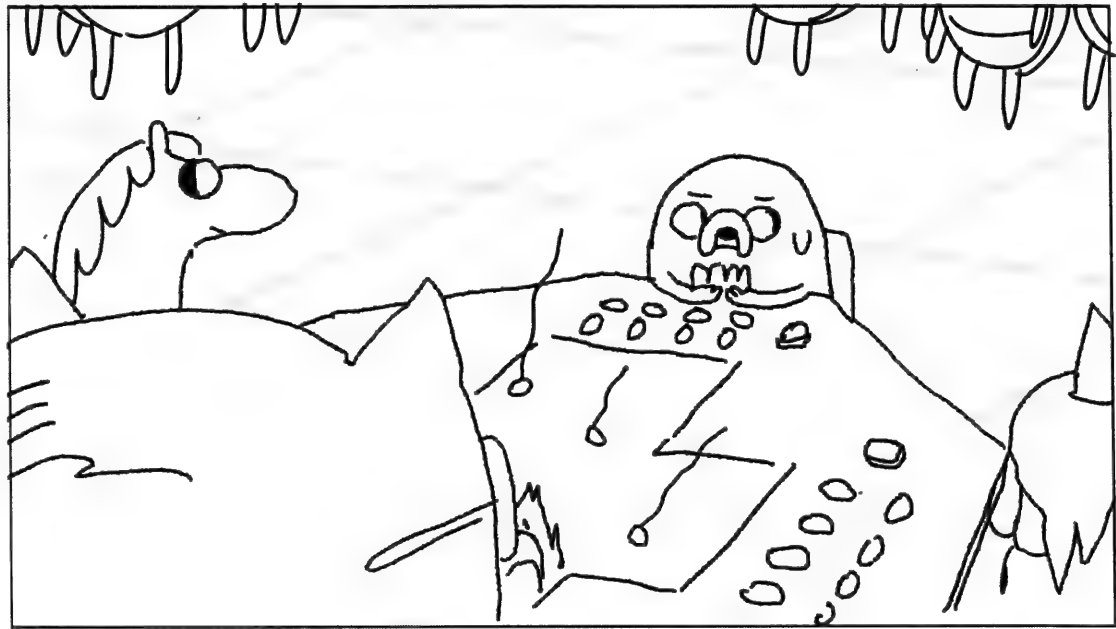


Sc. 208

Pnl. A

Bg.

day night



Dialog:

TURTLE P TA/ WINNERS, GRAND PRIX AND MONIKER DES LOUISE!

Action:

- JAKE + CHARLIE'S SIDE IS DESTROYED.  
- SMOKING RUINS.

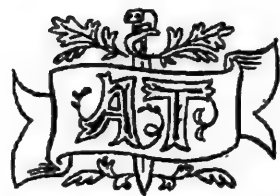
- EVERYONE LOOKS AT JAKE.

Timing:



EPISODE # 1034-238  
Production :

ADVENTURE TIME

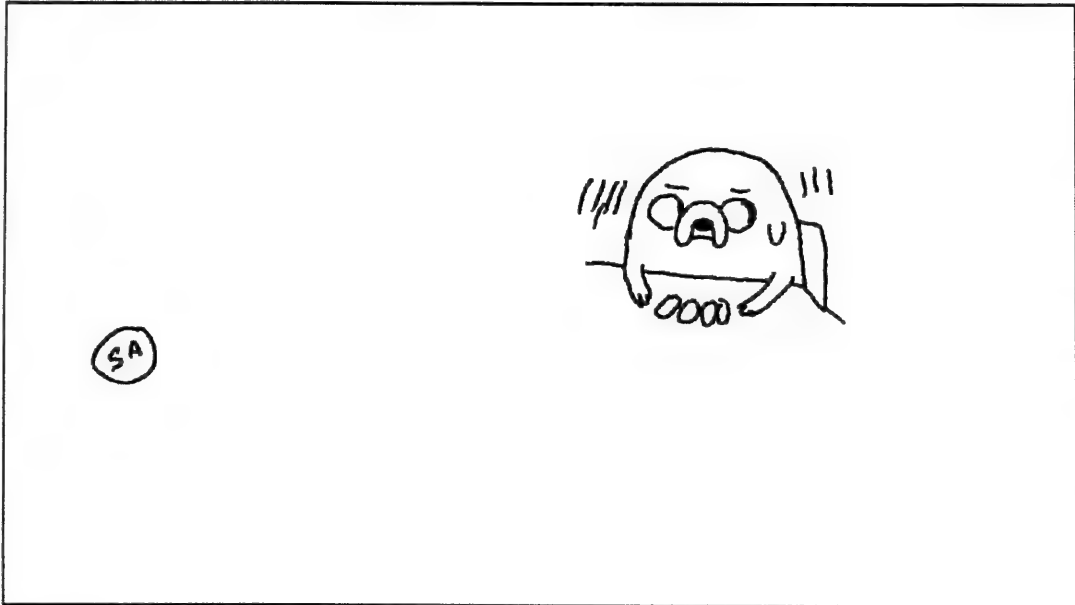


Sc. 208

Pnl. B.

Bg.

day night

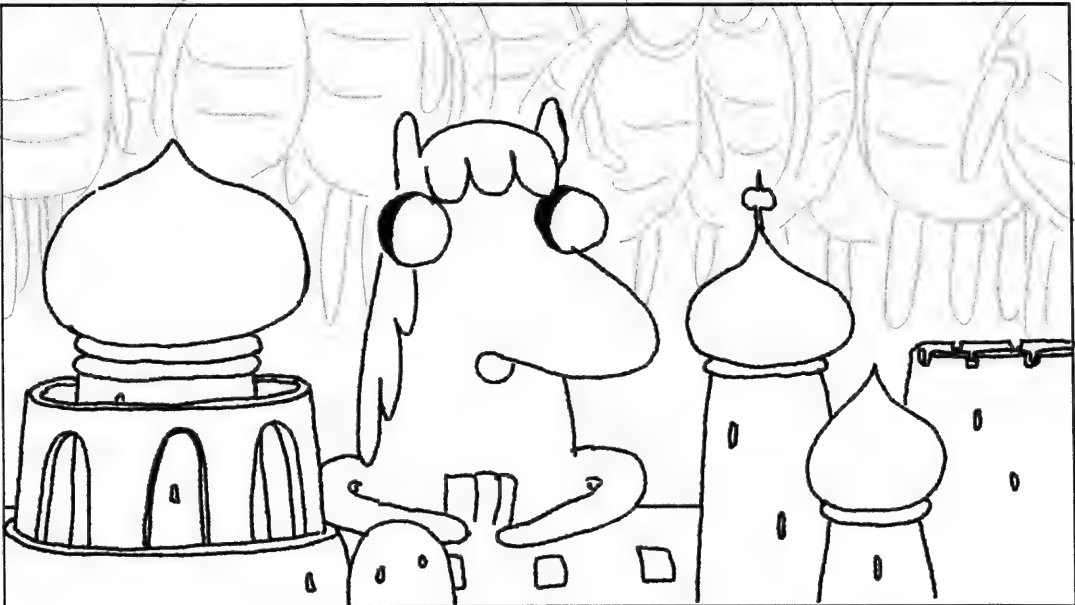


Sc. 209

Pnl. A

Bg.

day night



Dialog:

SFX/ [ocean tides crescendo]

Action:

- JAKE SHAKING.

Timing:

EPISODE # 1034-238

Production :

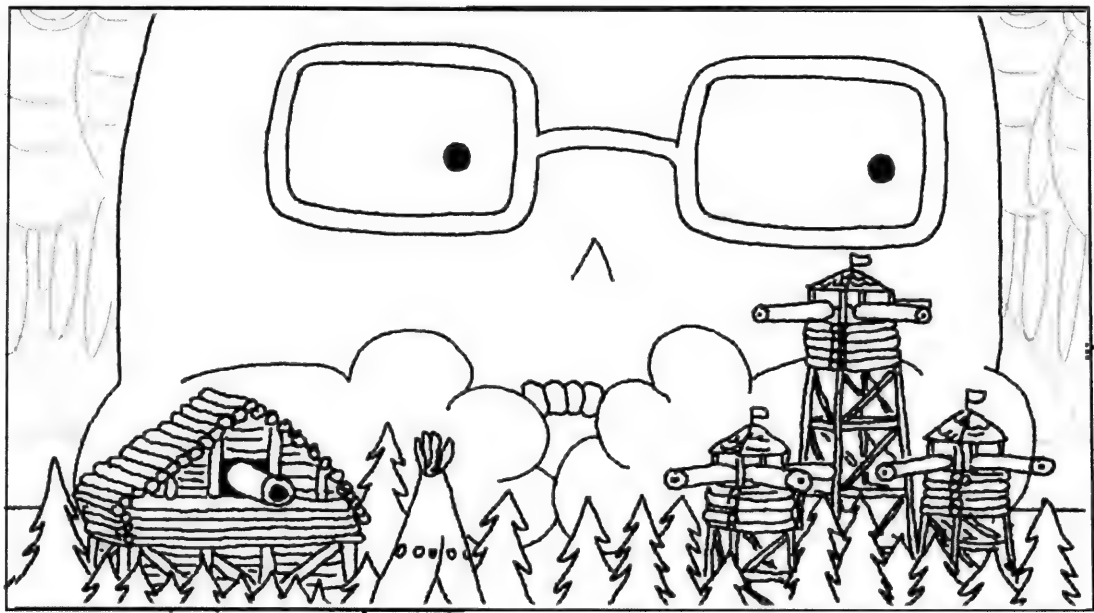


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ADVENTURE TIME



Sc. 210      Pnl. A      Ba.      day night



Dialog:
SFX/ [ocean tides crescendo]
Action:
Timing:

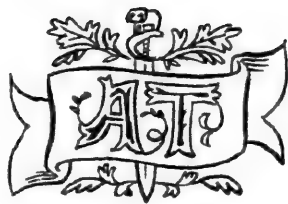
1034-238

EPISODE #

Production :

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ADVENTURE TIME



Next Pg.336

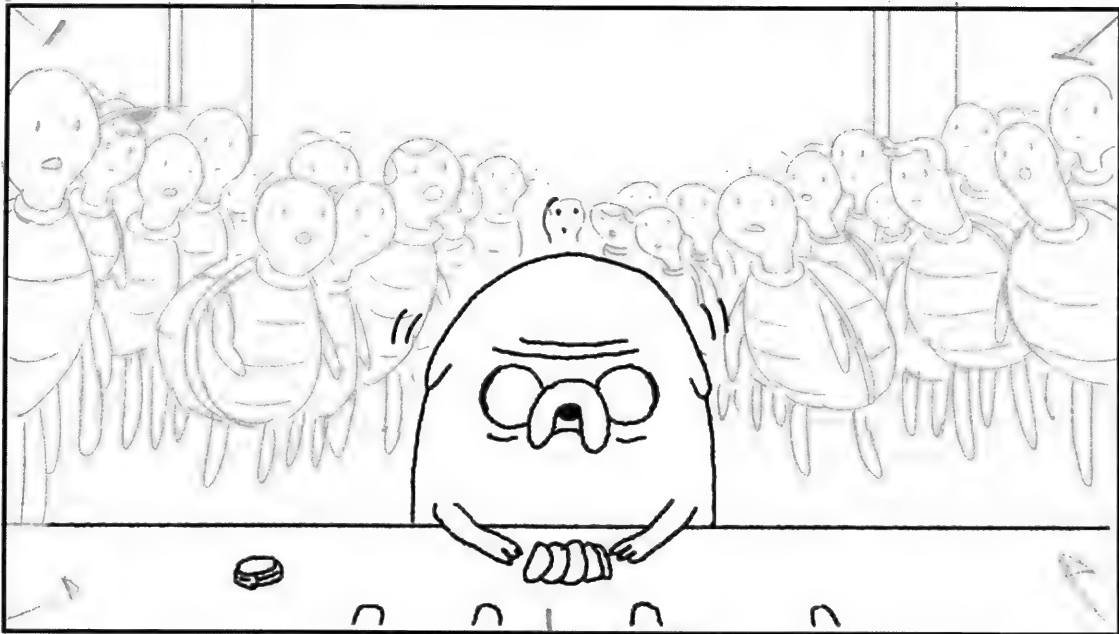
Page 333

Sc. 211

Pnl. A

Bg.

day night

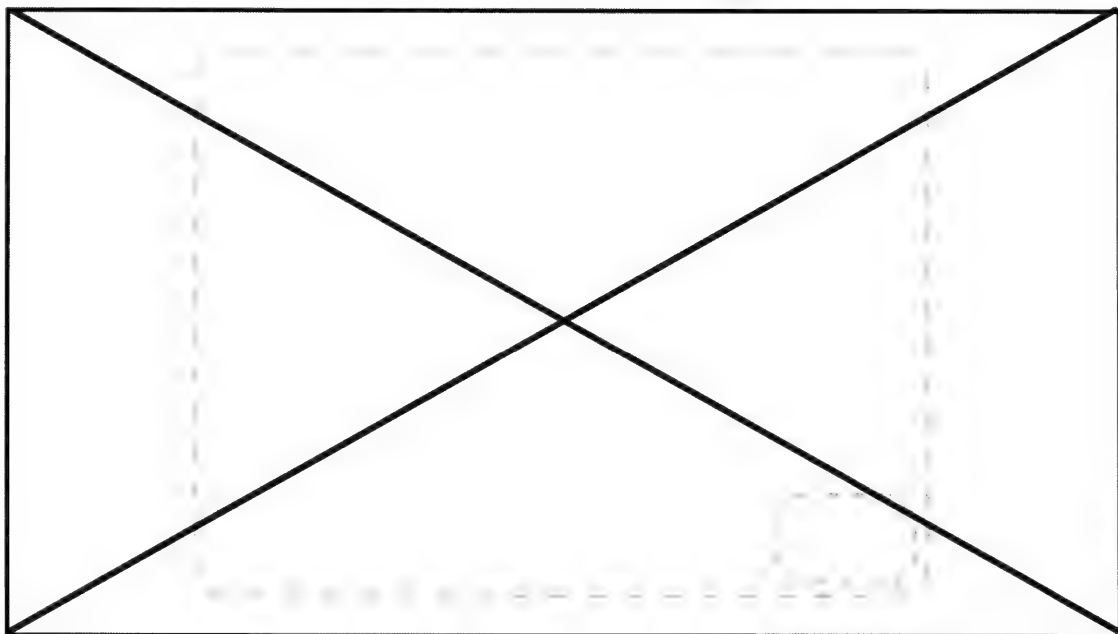


Sc.

Pnl.

Bg.

day night



Dialog:

SFX/ [ocean tides crescendo]

Action:

Timing:

EPISODE # 1034-238

Production:

ADVENTURE TIME



Prev. Pg333

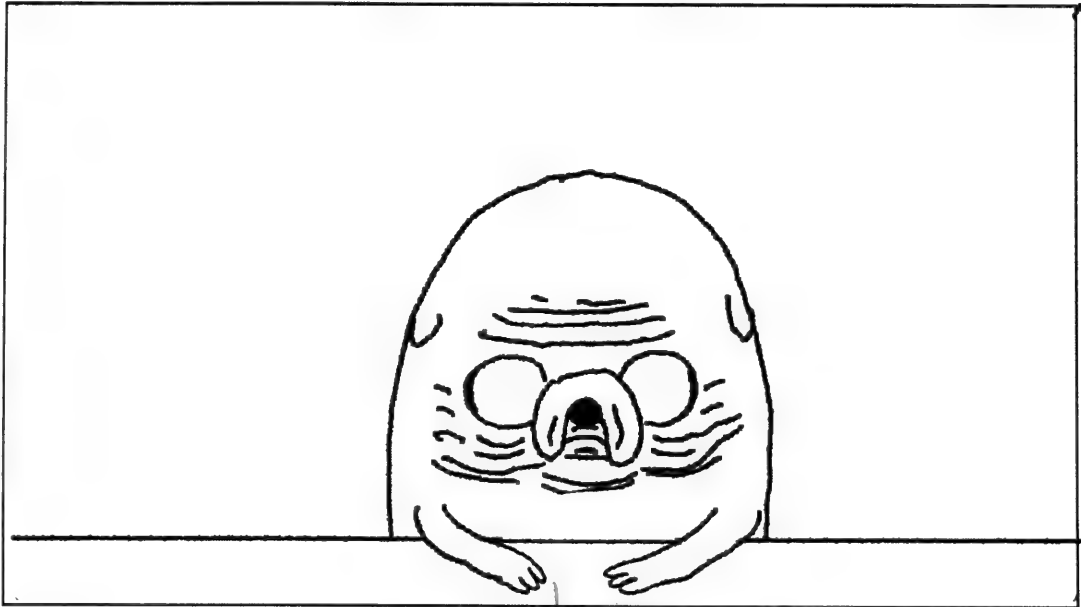
Page 336

Sc. 211

Pnl. B

Bg.

day night



Dialog:

Action:

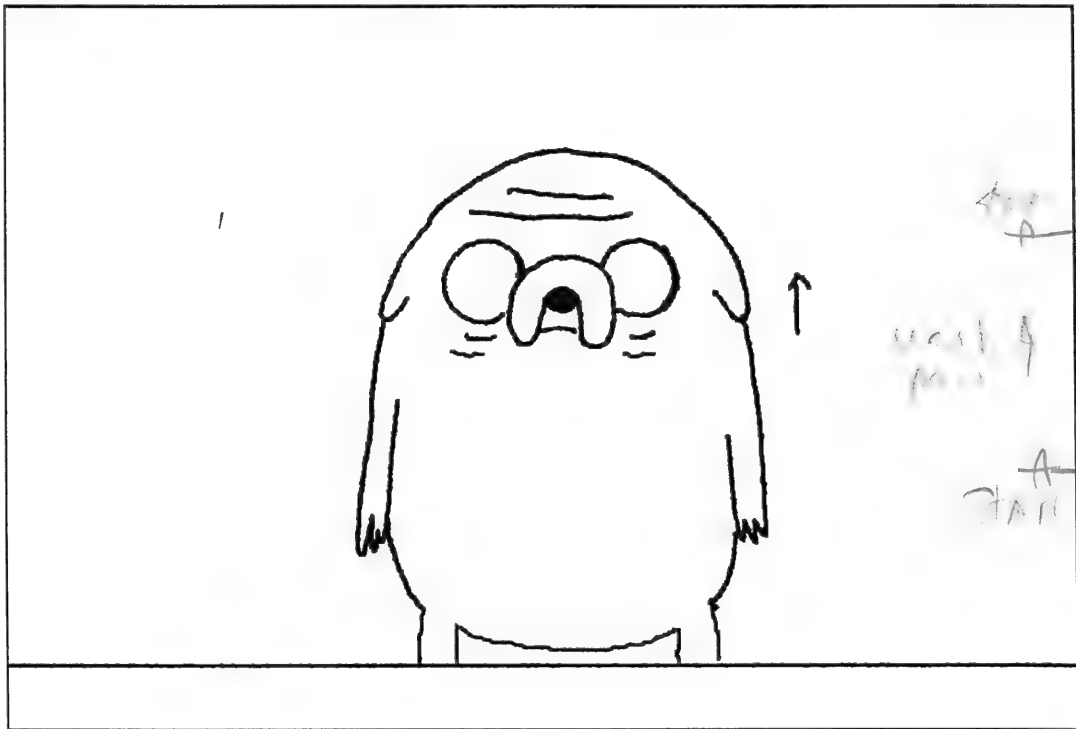
Timing:

Sc. 211

Pnl. C

Bg.

day night



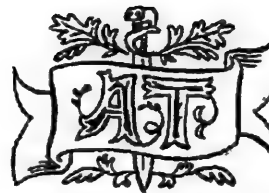
-J, STANDS UP.  
-ADJ. W/ ACTION.

1034-238  
EPISODE #

Production :



# ADVENTURE TIME



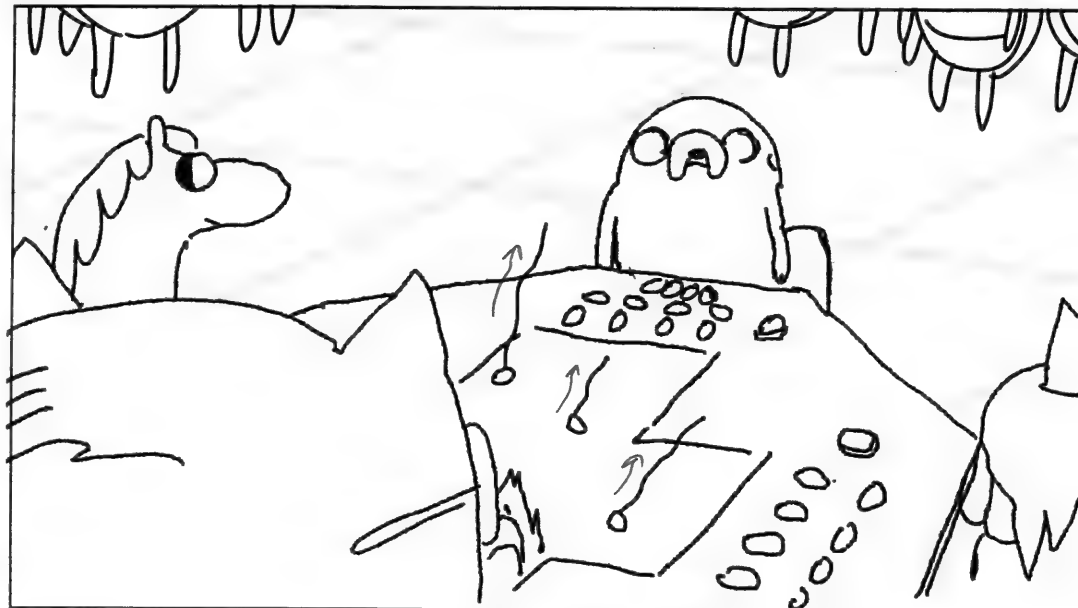
Page 337

Sc. 212

Pnl. A

Bg.

day night

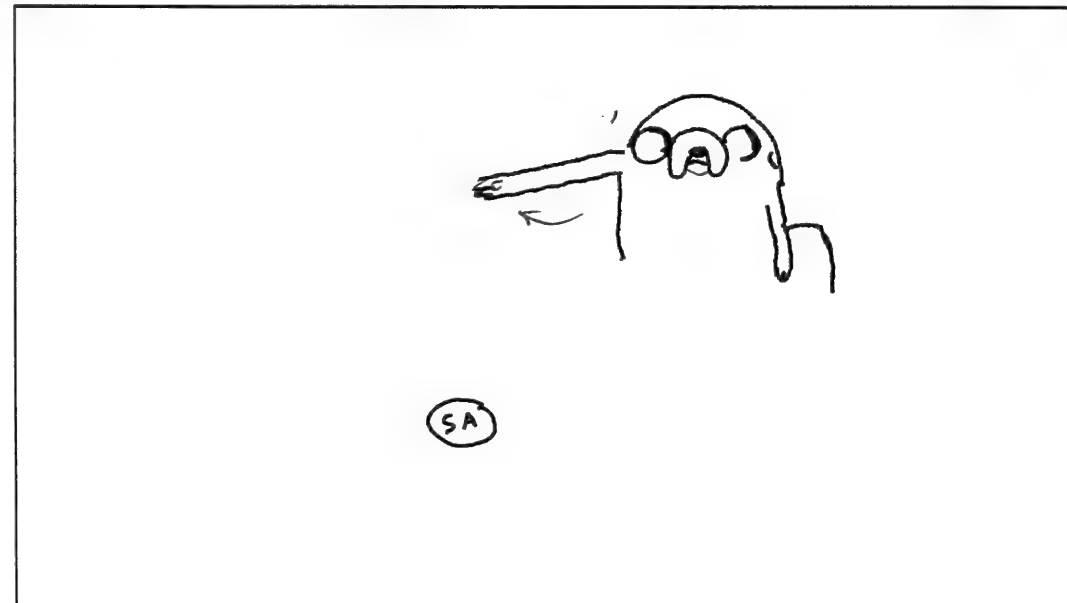


Sc. 212

Pnl. B

Bg.

day night



Dialog:

① GOOD GAME, GRAND PRIX,  
MONIKER.

Action:

-J. IS NOT SHAKING.

-J. OFFERS HAND

Timing:



1034-238

EPISODE #

Production :

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# ADVENTURE TIME



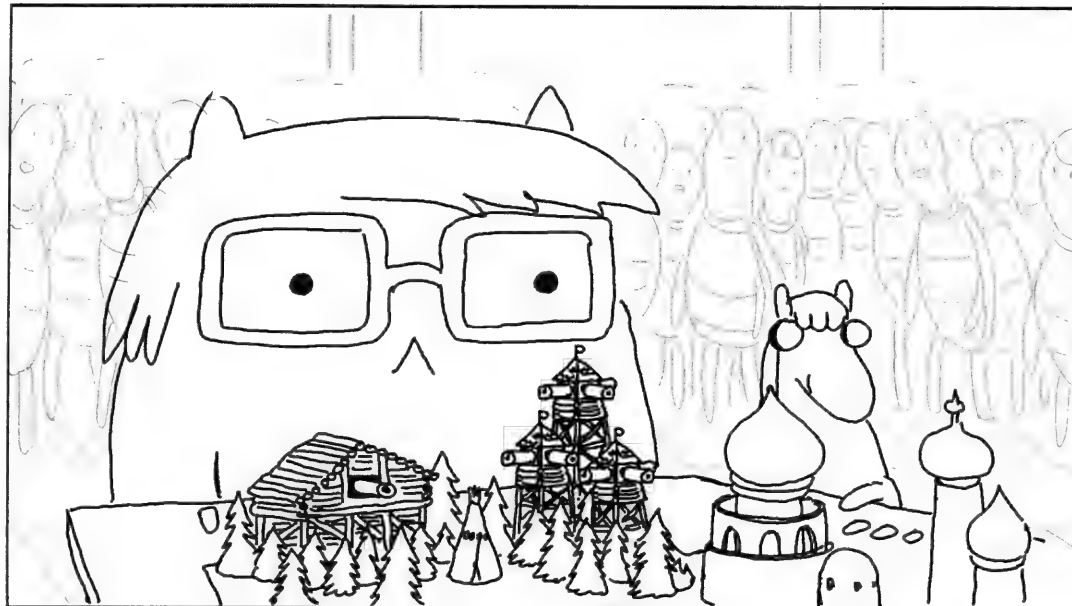
Page 338

Sc. 213

Pnl. A

Bg.

day night

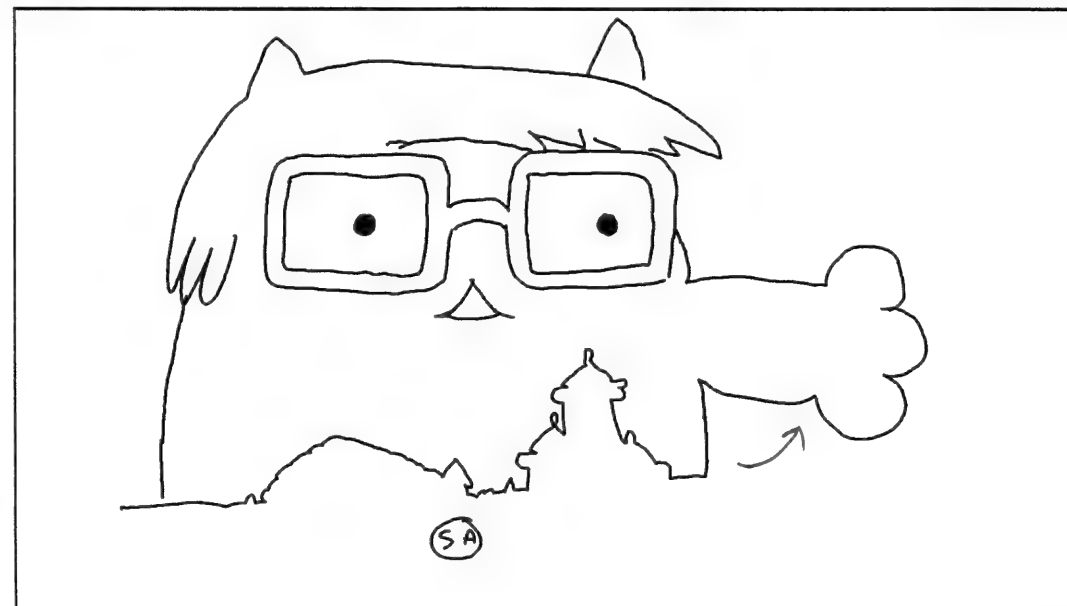


Sc. 213

Pnl. B

Bg.

day night



Dialog:

GP/ Ah , YEAH , THANKS MAN.

Action:

- GP OFFERS HAND.

Timing:

1034-238

EPISODE #

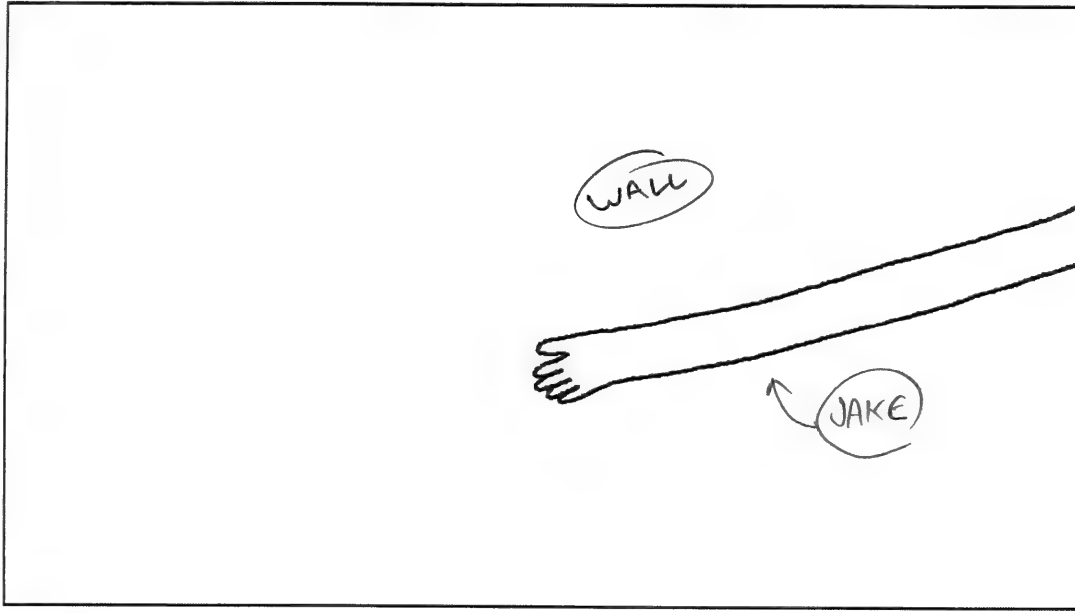
Production :

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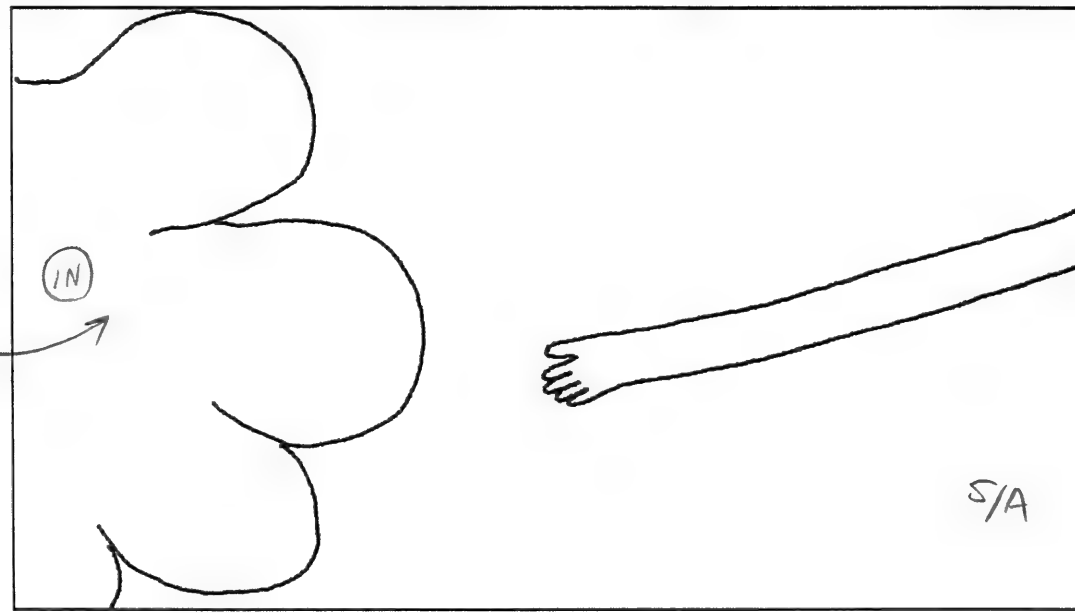
ADVENTURE TIME



Sc. 214 Pnl. A Bg. day night



Sc. 214 Pnl. B Bg. day night



Dialog:
Action: - GP'S HAND COMES ON/S.
Timing:

EPISODE # 1034-238  
Production :



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ADVENTURE TIME

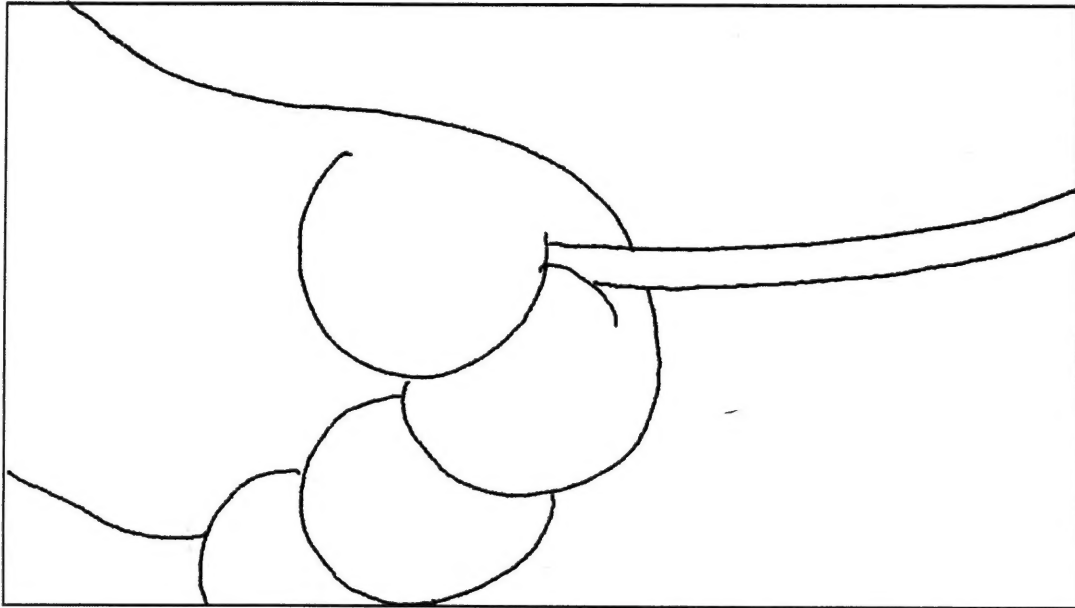


Sc. 214

Pnl. c

Bg.

day night

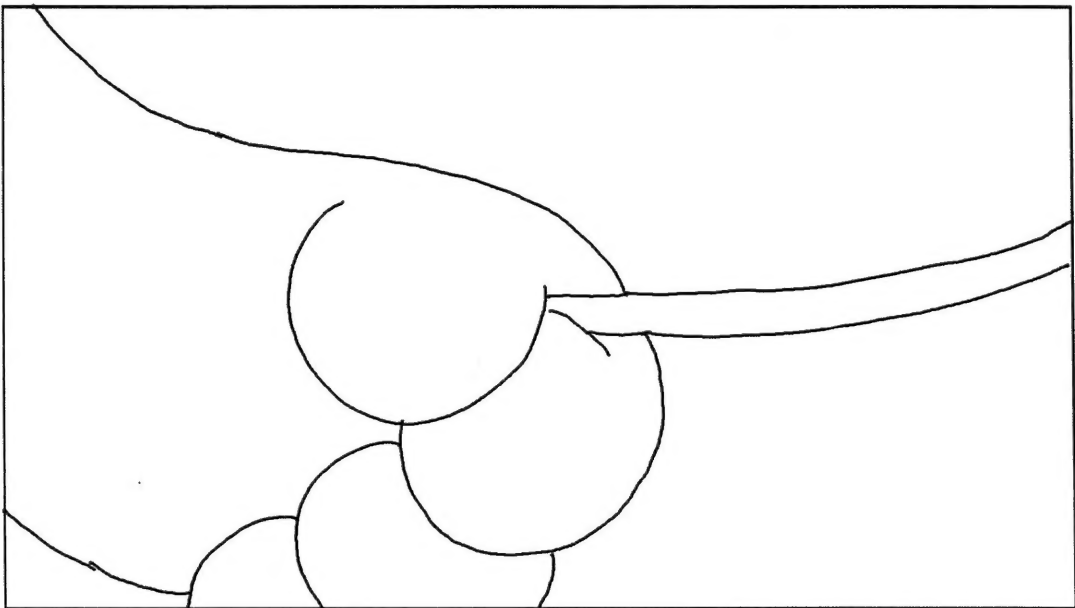


Sc. 214

Pnl. d

Bg.

day night



Dialog:
Action: - C + GP SHAKE HANDS.
Timing:

EPISODE # 1034-238  
Production :

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ADVENTURE TIME

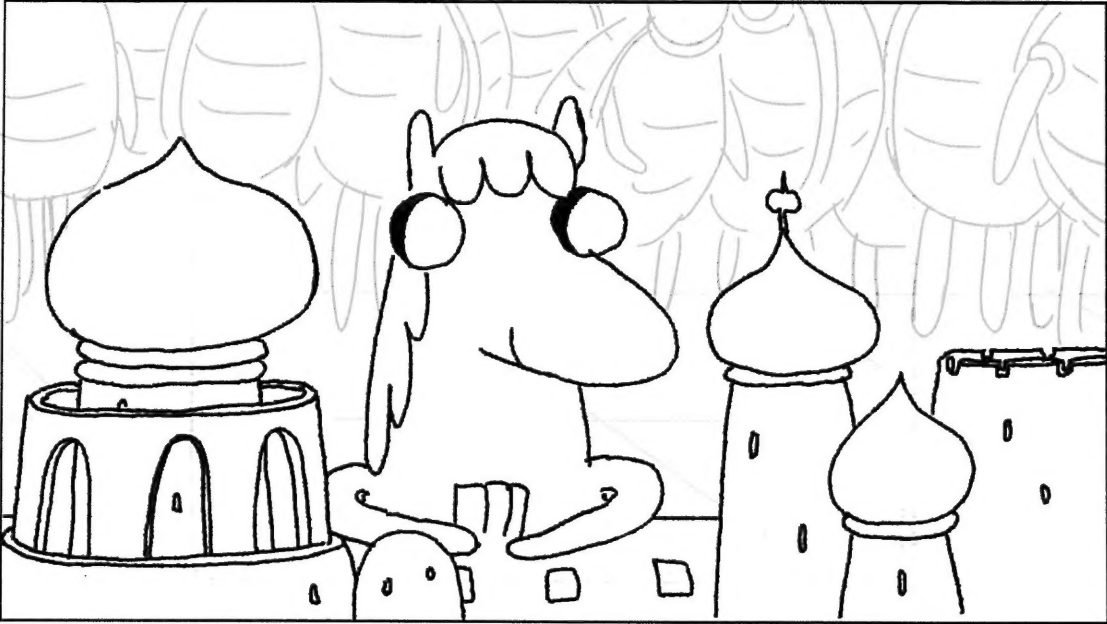


Sc. 215

Pnl. A

Bg.

day night



Sc. 216

Pnl. A

Bg.

day night



Dialog:	
Action:	- MONIKER SMILES.  - RIG AT SUNSET.  - Fade to Black
Timing:	

1034-238

EPISODE #

Production :

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# ADVENTURE TIME



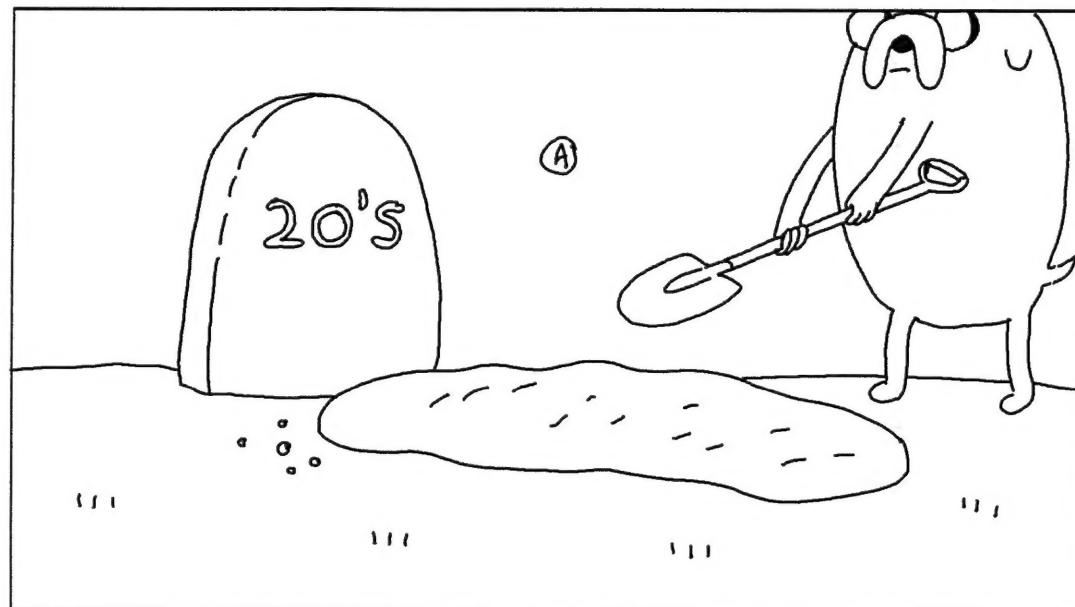
Page 342

Sc. 217

Pnl. A

Bg.

day night

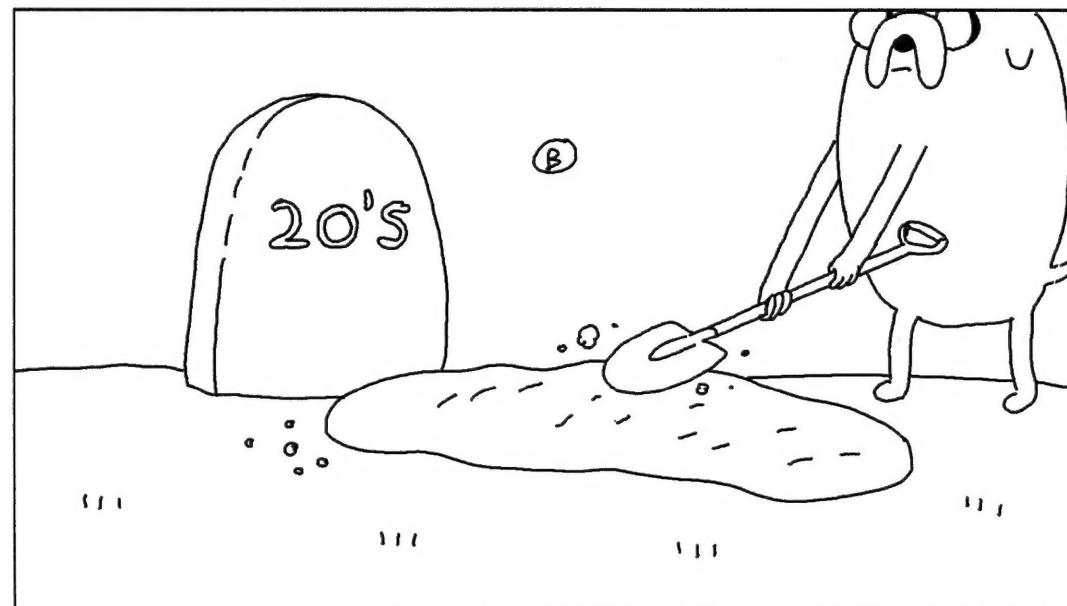


Sc. 217

Pnl. B

Bg.

day night



Dialog:

(Sfx) PAT PAT PAT.

Action:

- fade from black

(A) (B)

(A) (B)

(A) (B) (A)

Timing:

1034-238

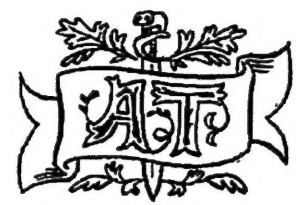
EPISODE #

Production :



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ADVENTURE TIME



Sc. 217      Pnl. C      Bg.      day night      Sc.      Pnl.      Bg.      day night

THE  
END

Dialog:

@      H A H A      O K .

Action:

- JAKE RAISES SHOVEL
- TRUCK OUT TO INCLUDE CHARLIE & BMO.
- BMO IS COVERED W/ SEAWEED.

Timing:

1034-238

EPISODE #

Production :